An Argus Specialist Publication

Transmission No 6
Stardate September 1985
95p

Computer GAMER

In depth – Elite

In depth – Summer Games II

British Telecom's MUD

Racing Destruction Set
The ultimate racing game?

Screenshot reviews of the latest games. . . . .

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Computer GAMER

Transmission 6 **Stardate** September 1985

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NEWS NEWS NEWS

Eecaan's Transmission

Greetings Earthlings.

This month's action packed transmission of Gamer includes some marvellous features.

We take an indepth look at Ariolasoft's Racing Destruction set, take up the sporting challenge of US Gold's Summer Games II, provide the missing material for Exodus Ultima III and give help to galactic traders who are trying to become Elite.

Intergalactic scanning shows that September is the month when computer people flock to Olympia to see the PCW show. If your going, be sure to come along and see us and have a chat or perhaps join the club (if your not a member already).

We'll be on the Argus (ASP) stand 3057 on the 1st floor.

If you're going to the show don't forget to cheer on the finalists of the Knockout competition as they slog it out on the Alligata stand for that compact disk player.

Finally mark the September 27th clearly on your calendar. As in the next transmission of Gamer you'll be able to enter the exciting world of "The Trolls Tavern".

It's the meeting place to go to if you want to find out what's happening in adventure gaming. In it you'll find the latest adventure news, reviews and features as well as one or two surprises.

Transmission ends.

Karate Challenge

Following the success of Melbourne Houses, Way of the Exploding Fist two more companies are set to release Kung-Fu games.

Chop Suey, from English Software, is aimed at the whole Atari range of machines. It is said to include "superb animated figures, complete with shadows" in one or two player fights. The rounds are apparently separated by "surprise hazards of the animal variety".

Chop Suey will cost £8.95 for tape and £12.95 on disk.

System 3 are to launch **International Karate** on "a whole range of machines including the Atari 130XE".

The game features Kung-fu fights throughout the world including London, Sydney and New York.

In between the fights the player will have to take "tests" which include smashing tiles with a single blow.

International Karate should be available shortly and will cost £6.95.

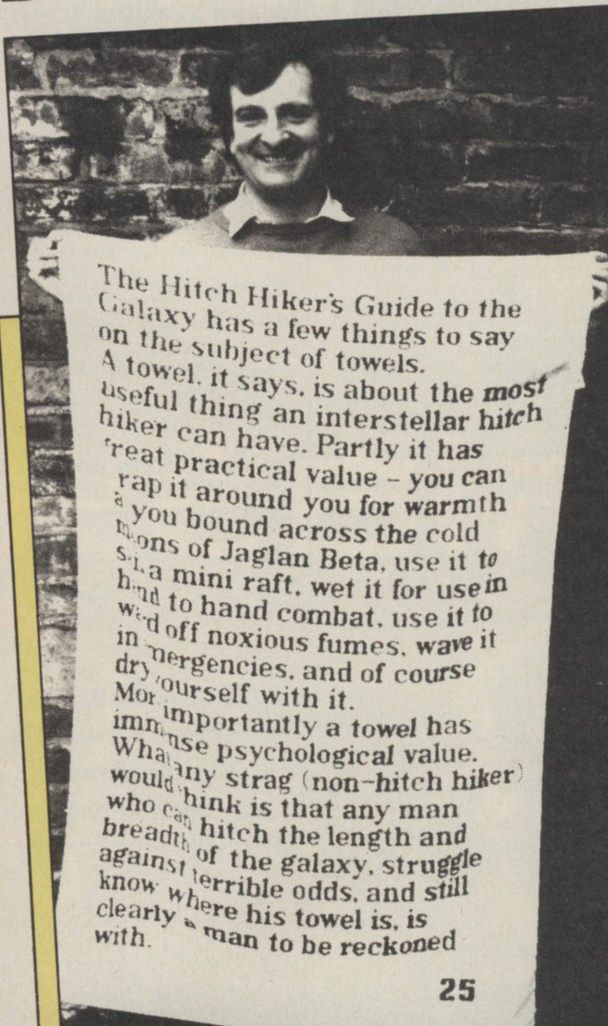
What's in a Name?

In an industry that's suffered from the odd bug or two it's not surprising that the software charts have been hit by the same problems.

For a recent local paper included such classics in its chart as A View to a Krill which is a whale of a good game. Also an, as yet unknown, cowboy game from Ultimate called Night Law and a new game called Alienate. Best of all is the new charttopper from Melbourne House "Way of the Exploding Cyst"!

Gamer itself has come under the same attack since some press releases have arrived in the office addressed to Computer Gains and Computer Camera.

If any reader has other examples of such misprints please send them into us at the normal editorial address.



The Hitch Hiker's Guide to the Galaxy has a few things to say on the subject of towels.

A towel, it says, is about the most useful thing an interstellar hitch hiker can have. Partly it has great practical value – you can wrap it around you for warmth as you bound across the cold moons of Jaglan Beta, use it to sail a mini raft, wet it for use in hand to hand combat, use it to ward off noxious fumes, wave it in emergencies, and of course dry yourself with it.

More importantly a towel has immense psychological value. What any strag (non-hitch hiker) would think is that any man who can hitch the length and breadth of the galaxy, struggle against terrible odds, and still know where his towel is, is clearly a man to be reckoned with.

25

Hitch-Hikers Guide to the Towel

You've heard the radio series, read the books, listened to the record, watched the TV series, even seen the play, now dry yourself with the towel.

For now you dry yourself after a long adventuring session on a genuine Hitch-hikers towel, here modelled by Douglas Adams.

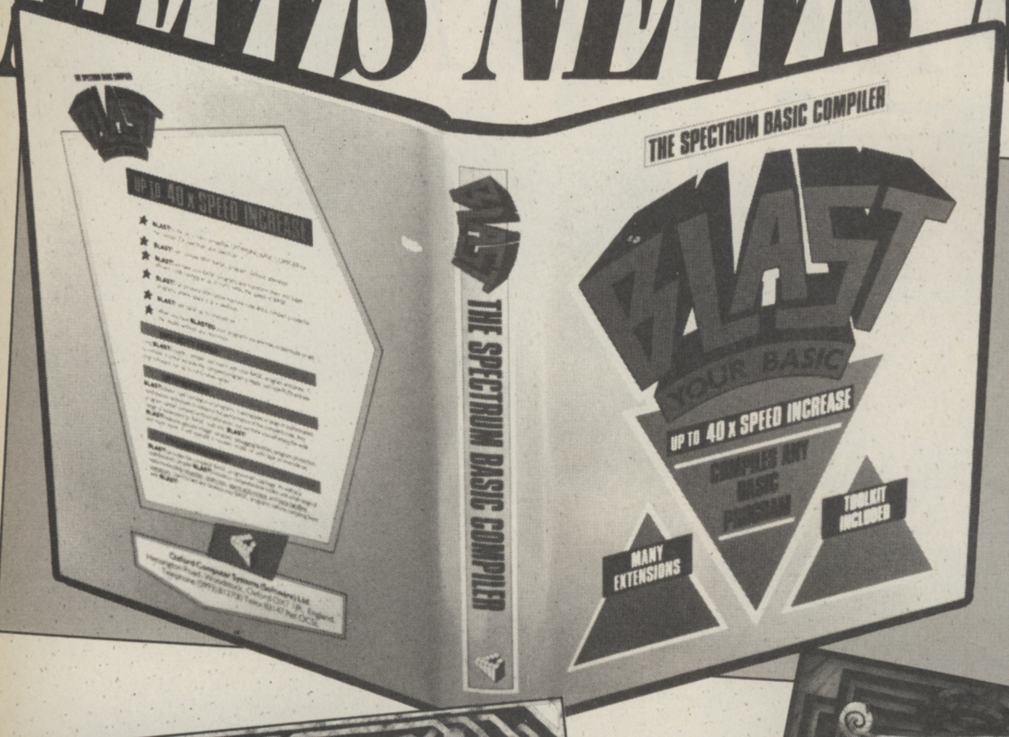
The towels are available in either blue or mulberry and cost £14.95 (+ £1 p&p) from H H Towels, PO Box 2LG, London W1A 2LG.

If you'd like to jump the queue you can win one from Gamer by sending in either a caption for the photograph or an explanation as to what Douglas is using the towel to protect himself from.

The best entries, as chosen by Douglas, will rapidly become Gamer readers who really know where their towels are.

Infocom's latest adventure, Wishbringer is reviewed in this transmission of Gamer.

NEWS NEWS NEWS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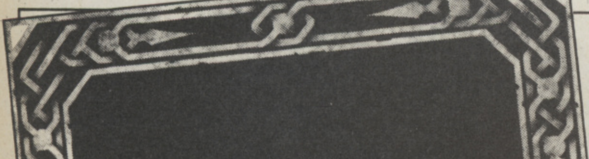
Spectrum Compiler

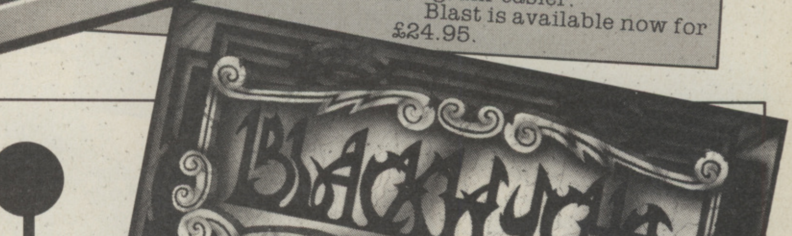
Oxford Computer Systems have launched a compiler that will run your Basic programs up to 40 times faster.

The code that the Blast generates is usually smaller than the original Basic program and can even be compiled directly on to tape or microdrive so your programs are not restricted by memory size.

The Blast package also contains a toolkit with commands such as EDIT, RENUMBER, SEARCH and REPLACE that will make writing the original Basic program easier.

Blast is available now for £24.95.




Blackwyche

Ultimate Releases

Ultimate are set to release two more games, Nightshade for the Spectrum and Blackwyche for the C64.

Nightshade is described as a "fully animated, graphic, fantasy, arcade, adventure, role playing game" in which you must save a village from the evil one. Until you do the villagers, corrupted by evil, will continue to spread plagues and enslave any that threaten the evil overlord.

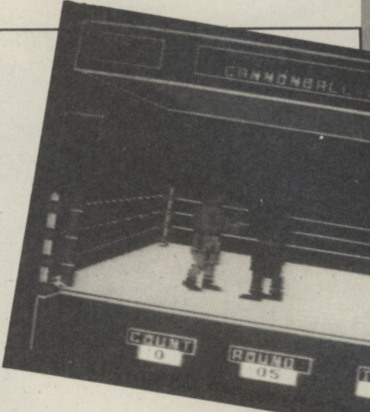
Blackwyche is the third in the Sir Arthur Pendragon series of games, which this time, is set on a ghostly galleon.

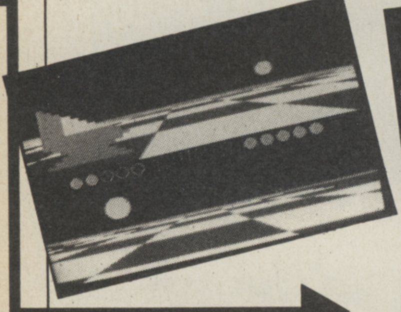
Nightshade and Blackwyche will be available soon and will cost £9.95.

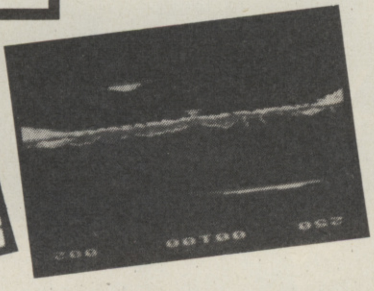
NEWS NEWS NEWS

Activision's Autumn Attack

Activision plan to launch 8 new titles before the end of October with more to come for Christmas. These new releases include All American Cross Country Road Race, Rescue on Fractulus and Tour de France that are reviewed inside as well as a cassette version of Mindshadow, a previously disk only graphic adventure.







Ballblazer is a fast action sports game of the future designed by Lucasfilm games. The game is played on a split screen display of a curved playing area with a goal at either end. Each player controls a robot blazer that tries to collect the ball as it shoots onto the pitch then heads for the opponents goal while the other player tries to tackle him. A goal scored at close range is only worth one point whereas an "over the horizon" shot is worth 4 points.

Should you exhaust all of your human opponents then you can play against a droid at any of nine different skill levels.

Barry McGuigan's Boxing is the latest Gamestar game and features your attempts to emulate Barry's achievements.

You start the game by choosing your fighters skin and hair colour as well as his style or image. Hence you can have anything from a "Dancer" whose thought of a nice guy or a loud mouthed bruiser.

You then have 12 weeks to train for your next fight which includes weeks of weight, bag and road training that will improve your boxers stamina, strength and even attitude.

The fight sequence is joystick controlled and should you win you'll move up the league table of 20 boxers.

Gamemaker is a games design tool that allows even the non programmer to try out game ideas.

The package includes a sprite editor and a mini version of Activision's Music Studio.

The final release is the curious **Someone's Living in My Computer** that was first reported in last month's US Scene.

This is the result of extensive research and has cumulated in a disk based house into which your "someone" will move into. Here you can watch him (or her) play the piano, read a book, exercise and so on.

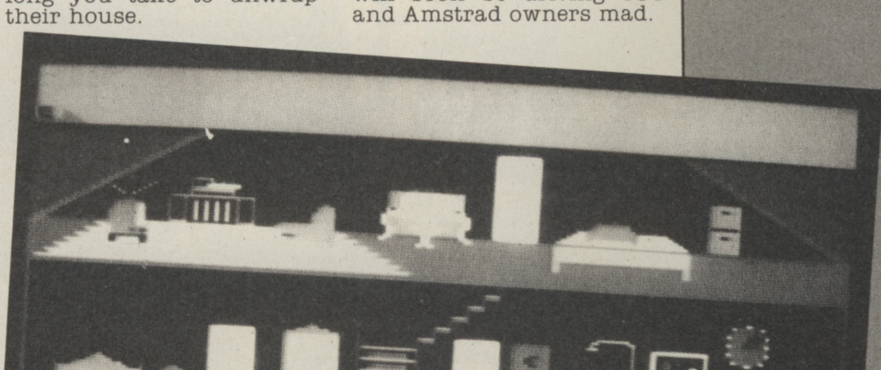
The type of someone that your copy of the program will attract depends on how long you take to unwrap their house.

Known characters include antisocial ones that sit and sulk, untidy ones that never do their washing up, enthusiastic but awful piano players and even some impatient ones that tap on your TV screen if you're ignoring them!

According to Activision you'll be able to buy one as soon as they've taught them to play card games and draughts.

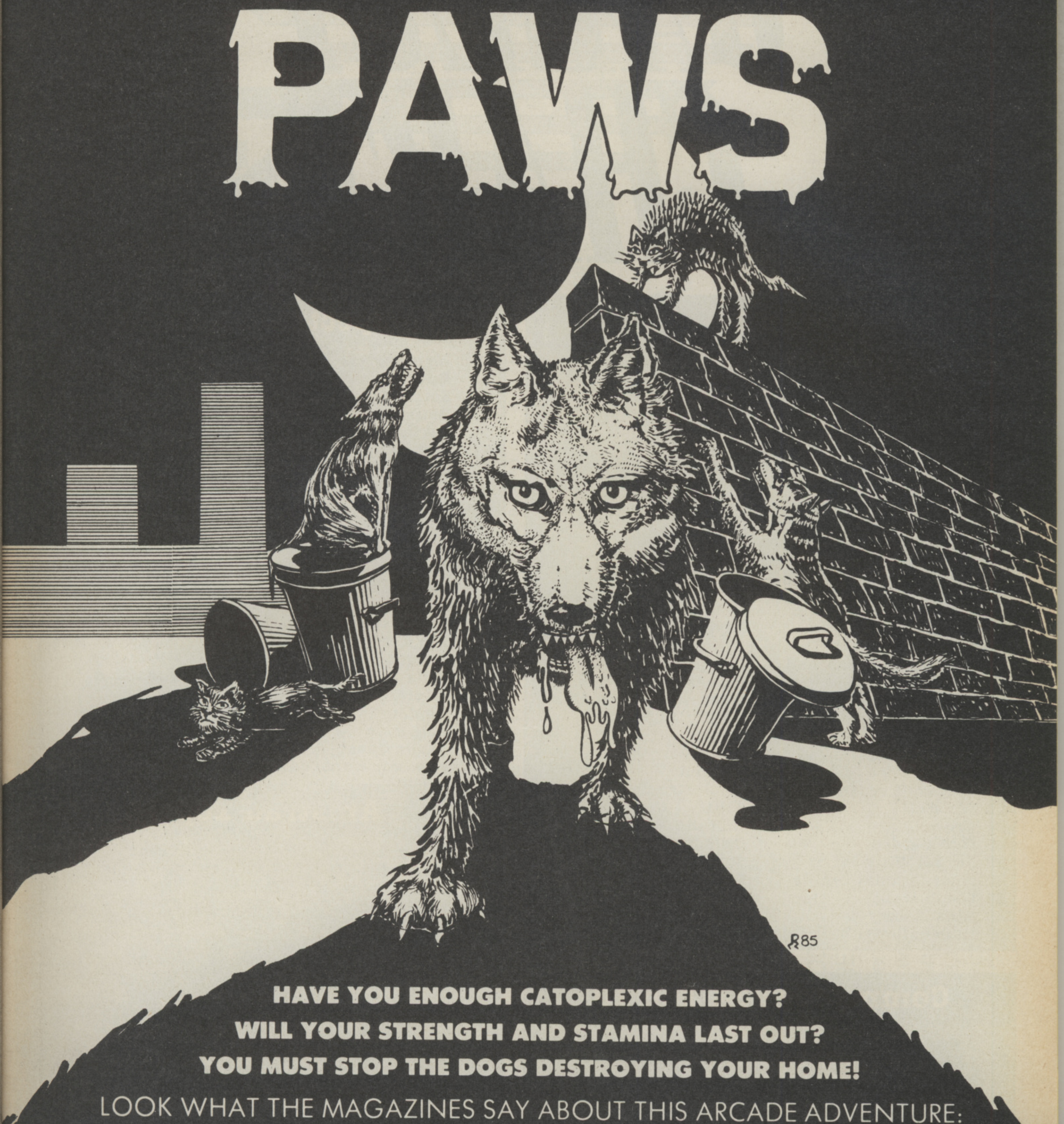
One word of warning, having watched one for an hour they are ridiculously addictive even if you find you've got a sulky one. Once created, the only way to change its character is to buy another copy.

Ballblazer and Boxing will be available in C64, Atari, Amstrad and Spectrum versions, Gamemaker in Atari and 64 formats and Someone's in My Computer will soon be driving C64 and Amstrad owners mad.



Just When You Thought It Was Safe To Walk The Streets...

PAWS



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GALLUP CHART

Top 30

1	Way Of The Exploding Fist	Melbourne House
2	Hypersports	Imagine
3	Soft Aid	Various
4	Elite	Acornsoft
5	Cauldron	Palace
6	Rocky	Gremlin Graphics
7	Jet Set Willy 2	Software Projects
8	Combat Lynx	Durell
9	Action Biker	Mastertronic
10	Spy Hunter	US Gold
11	Rocky Horror Show	CRL
12	Daley Thompson's Decathlon	Ocean
13	Spy Vs Spy	Beyond
14	Alien 8	Ultimate
15	World Series Baseball	Imagine
16	View To A Kill	Domark
17	Gremlins	Adventure International
18	Pitstop 2	EPYX/US Gold
19	Shadowfire	Beyond
20	Ghostbusters	Activision
21	Knight Lore	Ultimate
22	Finders Keepers	Mastertronic
23	Air Wolf	Elite
24	Bruce Lee	US Gold
25	Dun Darach	Gargoyle Games
26	Jet Set Willy	Software Projects
27	International Tennis	Commodore
28	Beach Head	US Gold
29	BMX Racers	Mastertronic
30	International Basketball	Commodore

Commodore 64 Top 10

1	Way Of The Exploding Fist	Melbourne House
2	Elite	Firebird
3	Soft Aid	Various
4	Pitstop 2	EPYX/US Gold
5	International Tennis	Commodore
6	International Basketball	Commodore
7	Dambusters	US Gold
8	Action Biker	Mastertronic
9	Kik Start	Mastertronic
10	Impossible Mission	EPYX/US Gold

Compiled by Gallup for the industry's weekly trade magazine, Computer and Software Retailing. For details contact John Sorrenti, Computer and Software Retailing, Liberty House, 222 Regent Street, London W1R 7DB. 01-434 2131.

Spectrum Top 10

1	Hypersports	Imagine
2	Rocky	Gremlin Graphics
3	Soft Aid	Various
4	Gauldron	Palace
5	Jet Set Willy 2	Software Projects
6	Spy Vs Spy	Beyond
7	Spy Hunter	US Gold
8	World Series Baseball	Imagine
9	Glass	Quicksilva
10	Bruce Lee	US Gold

BBC Top 10

1	Revs	Acornsoft
2	Combat Lynx	Durell
3	Alien 8	Ultimate
4	Knight Lore	Ultimate
5	Elite	Acornsoft
6	Mini Office	Database
7	Repton	Superior Software
8	Atic Atac	Ultimate
9	Castle Quest	Micro Power
10	Football Manager	Addictive Games

Amstrad Top 10

1	Beach Head	Ocean
2	Starstrike 3D	Realtime
3	Daley Thompson's Decathlon	Ocean
4	Knight Lore	Ultimate
5	Ghostbusters	Activision
6	Dun Darach	Gargoyle Games
7	Combat Lynx	Durell
8	Alien 8	Ultimate
9	Rocky Horror Show	CRL
10	Jet Set Willy	Software Projects

Atari Top 10

1	Air Wolf	Elite
2	Pole Position	US Gold
3	Ghostbusters	Activision
4	Jet Boot Jack	English
5	Decathlon	Activision
6	Miner 2049ER	US Gold
7	Blue Max	US Gold
8	Soccer	US Gold
9	Kissin Kousins	English
10	F15 Strike Eagle	US Gold

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COMMODORE 16/Plus 4
- Jack Attack (cartridge) ☐

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First, decide which of the 18 different countries you're going to represent. Then, in true Olympic fashion, you will need the proper strategy and mental toughness, not just speed and agility to excel in each of the eight events. That's why we included a feature that lets you practice each event until you're ready for the real competition.

Remember, it's not too early to get ready for 1988. With the right diet, proper training and lots of practice you just might make it. In the meantime, put on your sweatsuit, grab that joystick and let Summer Games II give you eight new ways to **Go For The Gold!**

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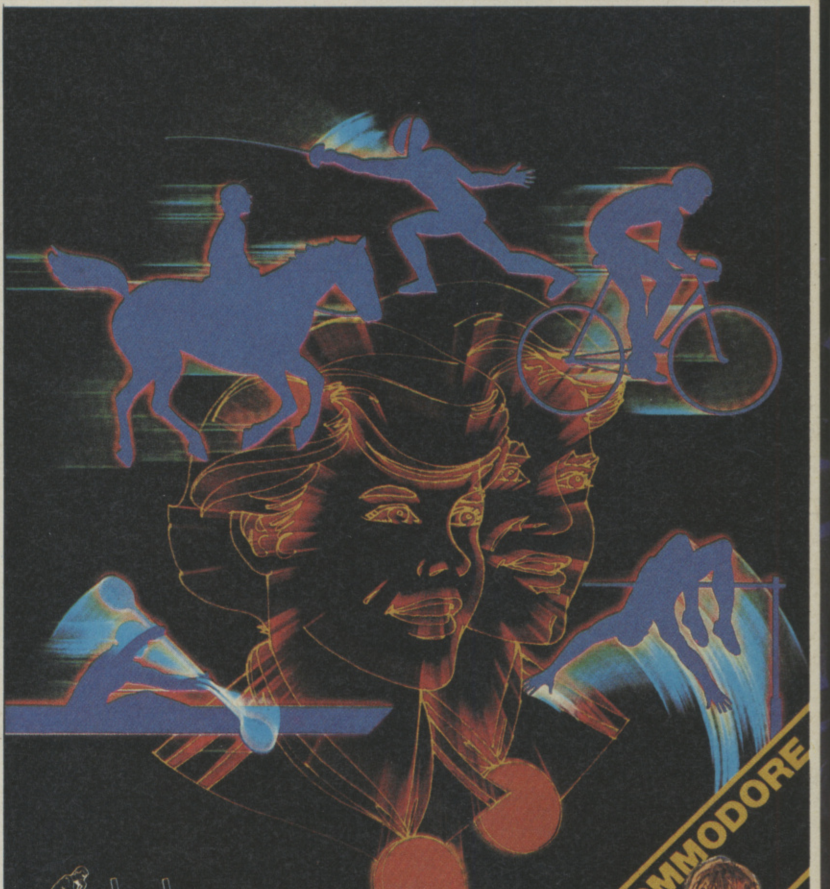
–ZZAP 64



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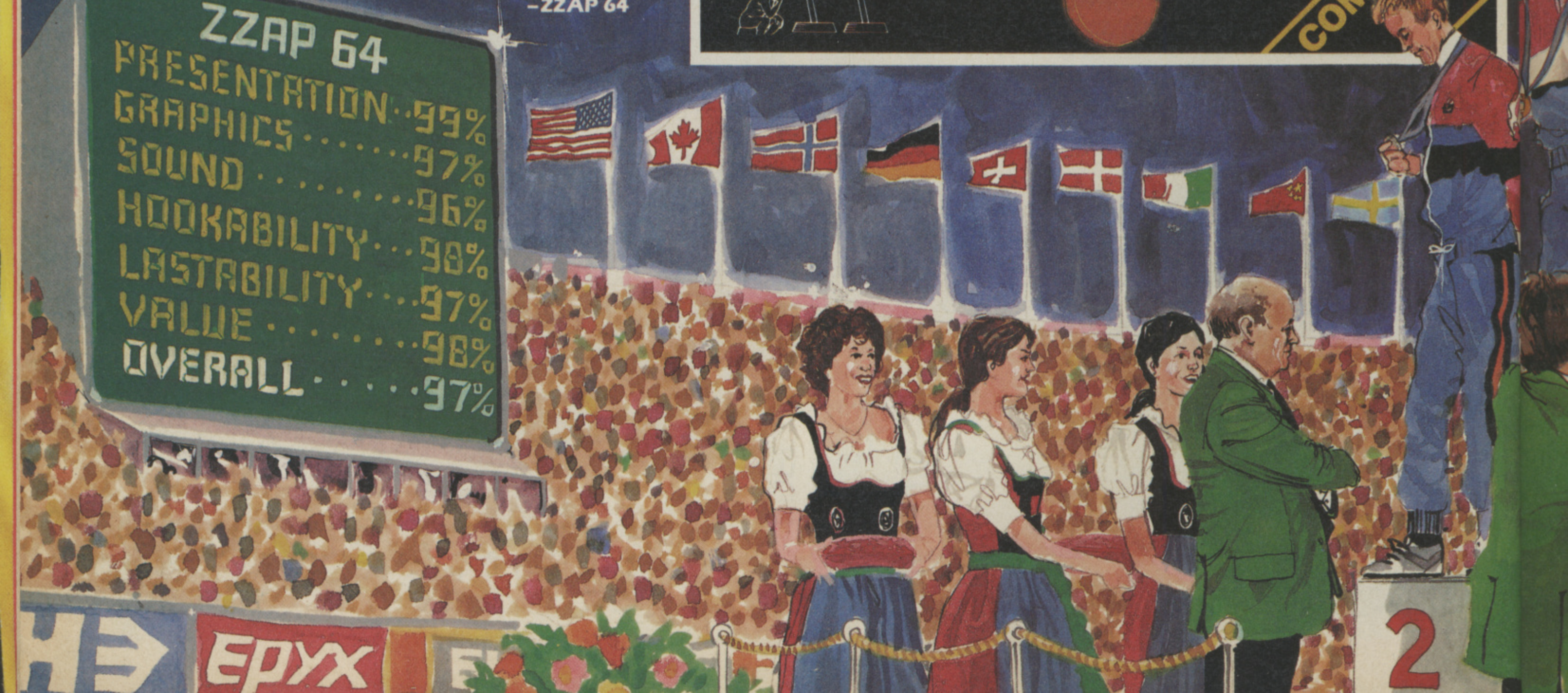
ZZAP 64
PRESENTATION··99%
GRAPHICS·······97%
SOUND·········96%
HOOKABILITY···98%
LASTABILITY···97%
VALUE·········98%
OVERALL·····97%

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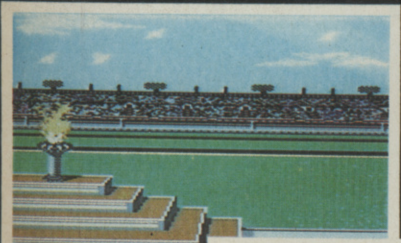
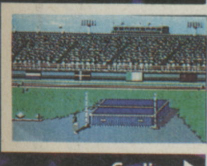
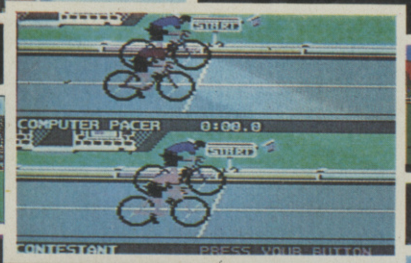
RGAMES II

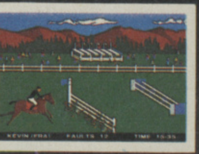




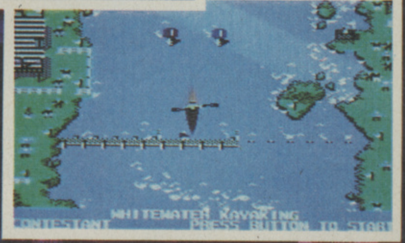
▲Opening Ceremony
▼High Jump


START
COMPUTER PACER 0:00.0
START
CONTESTANT
PRESS YOUR BUTTON

Cycling ▶



Equestrian ▲
Kayaking ▼


WHITEWATER KAYAKING
CONTESTANT
PRESS BUTTON TO START

Screen shots as seen on the Commodore 64

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—Commodore User

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—Computer Gamer

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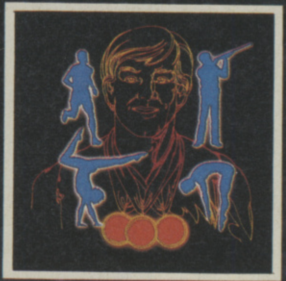

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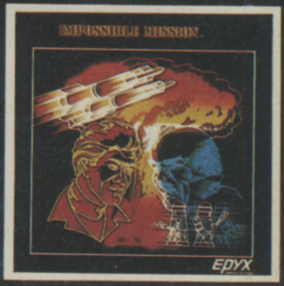
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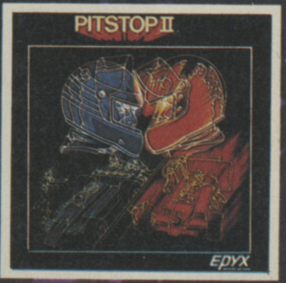
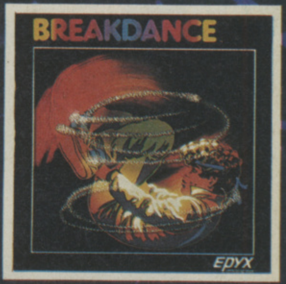

PITSTOP II
EPYX

PITSTOP II


BREAKDANCE
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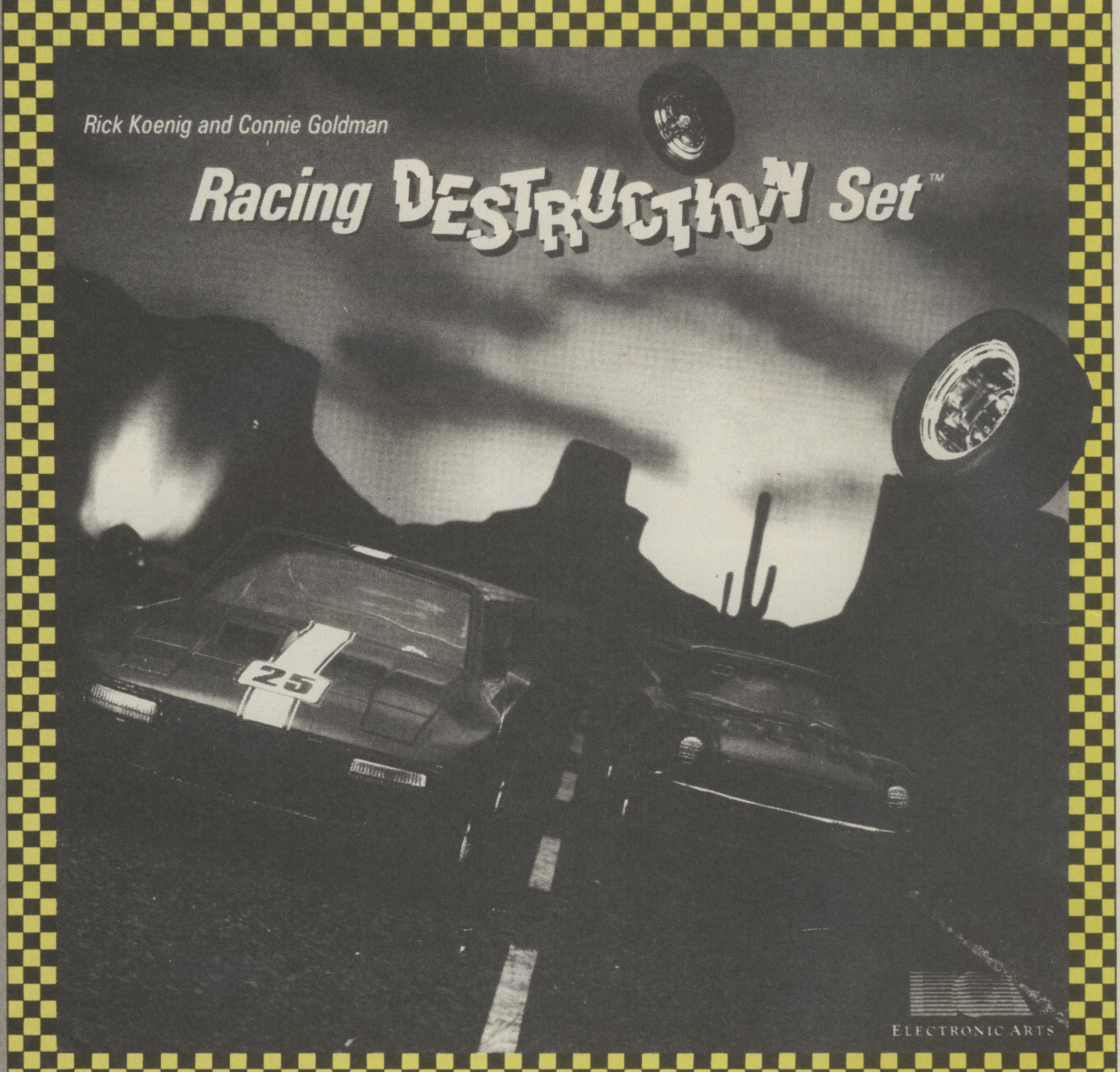


Tony Hetherington takes an in depth look at a computerised, slot car racing game that will drive you to destruction.

Racing Destruction Set is a two player, computer slot car, racing set with a difference. For each player chooses his own racing machine ranging from dirt bike to Indy racer, arms it with oil, mines and a crusher before racing on any of the 50 supplied tracks or on one designed on the games track editor.

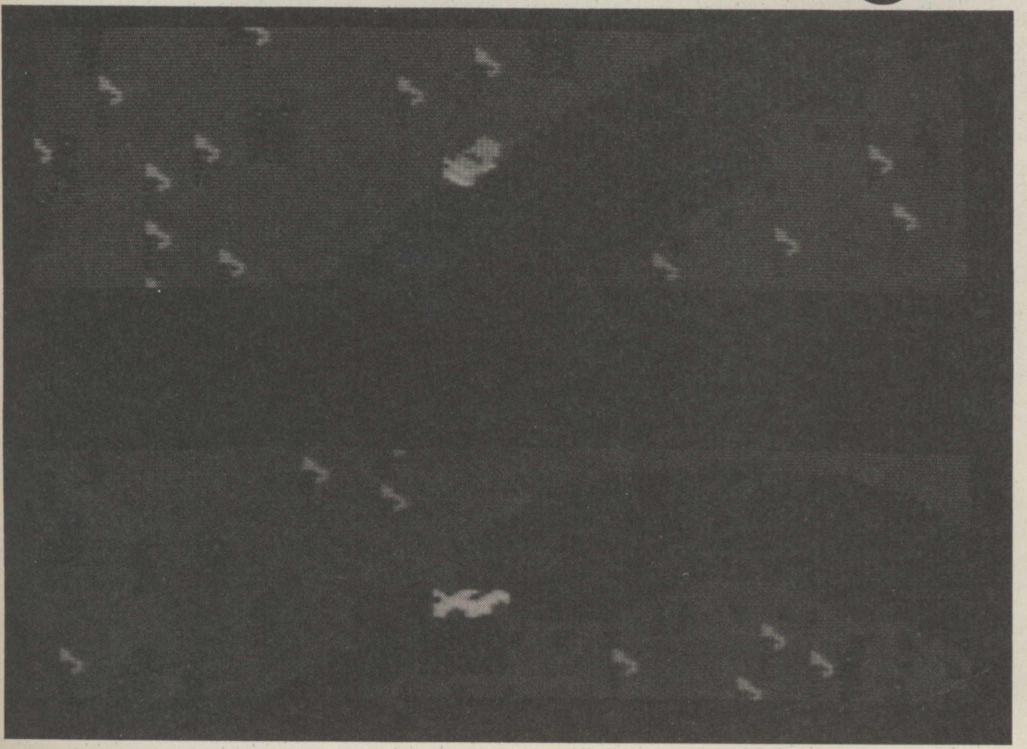
The race is contested on a Pitstop II style, split screen display which gives an overhead view of each car. The cars are joystick controlled with the computer taking control of the second car if your short of humans.

As soon as you've loaded in the game you can start racing on a demo track between two unarmed Can-am racers. This gives you the feel of the cars and the jumps, bumps, bends and surfaces of the tracks that lie ahead.

The Tracks

The 50 prebuillt tracks included in the game cater for all racing tastes as they span from a dirt track for bikes and jeeps through grand prix circuits to tracks designed for destruction races.

The grand prix circuits are all based on famous European and American tracks such as Monaco, Silverstone, Monza and Las



Vegas. Here high speed duels are fought between Can-Am and grand prix cars. There are no jumps or weopens, just fast cars.

The American roadrace courses are a little more interesting with the inclusion of dirt and icy surfaces that make your choice of tyres important. As the wrong set may send you spinning out of the race.

If you prefer racing of the death and destruction variety then, like me, you'll head straight for the destruction tracks.

These consist of jumps that will test your cars power and suspension, bends to try out your steering, ice and dirt surfaces to get you spinning and crossovers to cause collisions.

They range from a simple oval track ("destruct") to the self explanatory "killer".

"Destruct" is the smallest possible circuit so it is inevitable that the racers will have ample opportunity to force each other off the raised track where they'll plummet to destruction.

"Killer" is less subtle as it contains a mixture of jumps, bends and crossovers that will guarantee that only one car will finish the race.

Between these two extremes are a selection of circuits with their own particular way of destroying the cars. For example "jumps" contain huge jumps that will trap light cars that can't get up the hills and destroy heavy cars when they land. "Whichway" consists of seven different routes each there own problems whereas "headon" guarantees to aim both cars directly at each other at breakneck speed.

Finally there are three test tracks including the ones used by Ferrari and Porsche on which you can try out your own custom designed car.

If you ever tire of the prebuilt tracks you can always use the games track editor either to modify an existing circuit or to design your own from scratch. With the editor you can select basic pieces which you can modify before fitting in place. For example, a simple straight can be turned into a jump by adjusting the height of its various sections. Simarlarly a chicane can be constructed by altering the normal width of the road from 3 to 2 or maybe even 1.

The Cars

As there is an incredible variety of tracks to test the cars there are nine basic types of vehicle from which a car can be custom built to meet the challenge.

An open cockpit racer is ideal for grand prix circuits as is a Can-am road racer but Baja bug is more suited to motorcross races. Similarly a pickup, jeep or stock car can take the punishing jumps and a bike (dirt or street) can take the corners. Finally for the more bizarre, low gravity, moon races you should choose a lunar buggy.

Once you have selected your basic car you can fit a different engine, a new set of tyres and even arm it for battle.

The choice of tyres varies from car to car with some being restricted to only one type. For example a dirt bike can only have dirt tyres. However, if you have a choice then look carefully at the traction figures on the screen display. These show the grip that a tyre will have on either dirt ice or paved surfaces. Obviously you should choose the tyres best suited for the selected track.

Engine size is equally important as it not only effects the acceleration and top speed of the car but also its weight. In fact there is a point where increasing the engine makes the car so heavy that it actually reduces the speed of the car. This also happens when you add armour and weapons for a destruction race.

Armour can be added to most cars to add protection in the inevitable collisions. Similarly a crusher can be fitted to inflict damage.

Oil cans can be fitted to leave oil slicks on the road to send your opponent spinning and mines to be dropped in his path. However, to retain some sanity cars cannot carry both oil and mines. If they did it is unlikely that either car would reach the first bend.

A good guide it to choose a car that will beat the track then arm it to beat your opponent.

Finally, you may have to modify your car selection to fit in with the extra "rules" that can be defined to add to the excitement.

Spicing things up

When you load the game the race is between to indestructable cars whose aim is to finish the two lap race first.

Changing the race to "destruction" adds armour and weapons to the contest and adjusting the difficulty level will now send extremely destructable cars off the track if they take a bend too quickly.

You can also alter the gravity between 14 different settings ranging from the moon which is the lowest and Jupiter the highest. This will have a dramatic effect on a race since for example a light car taking a high jump at top speed on the moon may never land. Similarly a heavy car on Jupiter may be wrecked by the slightest bump.

Finally you can also alter the number of laps, from 1 to 9 and choose between four different backgrounds including a motorcross scene and lunar landscape.

Destruction racing

Since normal racing consists of getting in the right lane and keeping your foot on the accelerator there is little to be addedd to what's already been said about games such as Pole Position and Pitstop II. Destruction racing is something completely different.

Your choice of car will decide the tactics you will use. A fast lightly armed car will try to outrun the opponent and win through speed alone. Whereas a heavily armoured truck will try and takeout the other car and win by default. If this sought of tactic is used and you manage to destroy your opponent you only have to finish your current lap to win. Consequently unless it is a 1 or 2 lap race you needn't try to keep up with the other car. Instead you should set traps either by mugging them (forcing them off the road) or by carefully placed mines or oil slicks. The fun really begins if both of you have and use weapons.

It is important to realise that you can skid on oil that you've dropped and blow up on mines that you've placed so think carefully before you drop a mine on a one lane section. You can, however, do this quite effecitively against a faster opponent who will hit the mine before you cross, what will become, the finishing line.

Oil can be used in patches immediately in front of the other car to cause a quick skid which will slow him down or in planned slicks that will guide him off the road. Similarly a mine dropped in front of a chasing opponent can end the race (depending on the difficulty level) or they can for more subtle effects be dropped on your opponents own oil slick. The principle being that since you dropped it, you should avoid it. However, your opponent may guide you to your own mine with a well placed oil slick.

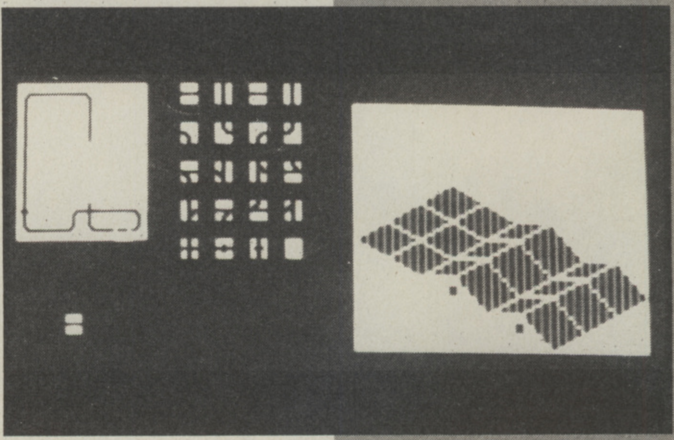
Mines and oil slicks can be used to force your opponent to take a jump too quickly either by a uncontrolled skid into it or having to hurdle a mine set at the bottom of it.

Whatever the tactics used the game will certainly be eventful.

Conclusions

Racing Destruction Set is a computerised slot racing kit with so many variables, cars, tracks, and rules, that it will challenge beginners and experts alike.

A series of joystick controlled menus guide the players through the mamouth task of constructing their game and selecting their track. If they get bored with the 50 prebuilt tracks then they can modify an existing one or build another from scratch. The track editor can be a little tricky to use as obviously each piece of track must fit its neighbours exactly. However, the editor only allows you to see one piece of track at a time and so it can take a while to complete your masterpiece.



The split screen race graphics or functional but not up to the standard of single track games such as Revs and Pitstop. This is more than compensated for by the increase in variety and fun caused by destruction racing.

Racing Destruction Set was written by American Software house, Electronic Arts and is imported into the UK by Ariolasoft. The review is based on the C64 disk version which will cost £14.95. Ariolasoft are planning C64 and Atari versions in the coming months.

Racing Destruction Set has brought a new dimension to car racing games. If it's not the ultimate racing game it's certainly on the right track.

Compumart

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The Gremlin Challenge

Win a Microvitec monitor as Gremlin Graphics throw down the challenge "finish our latest Spectrum game!"

Gremlin Graphics are so confident that Abu Simbel Profanation will take months to solve that they're offering a monitor to the first Gamer reader who completes the game.

The game, reviewed in this issue of Gamer is set in an ancient temple where our hero Johnny Jones must battle to free himself from the Pharoahs spell, reach the mortury chamber and discover the temples secrets. The temple contains 45 screens that according to Gremlin are the most difficult screens yet to be found in a platform game.

Complete the game and you could, if your the first, add a fantastic Microvitec monitor to your Spectrum.

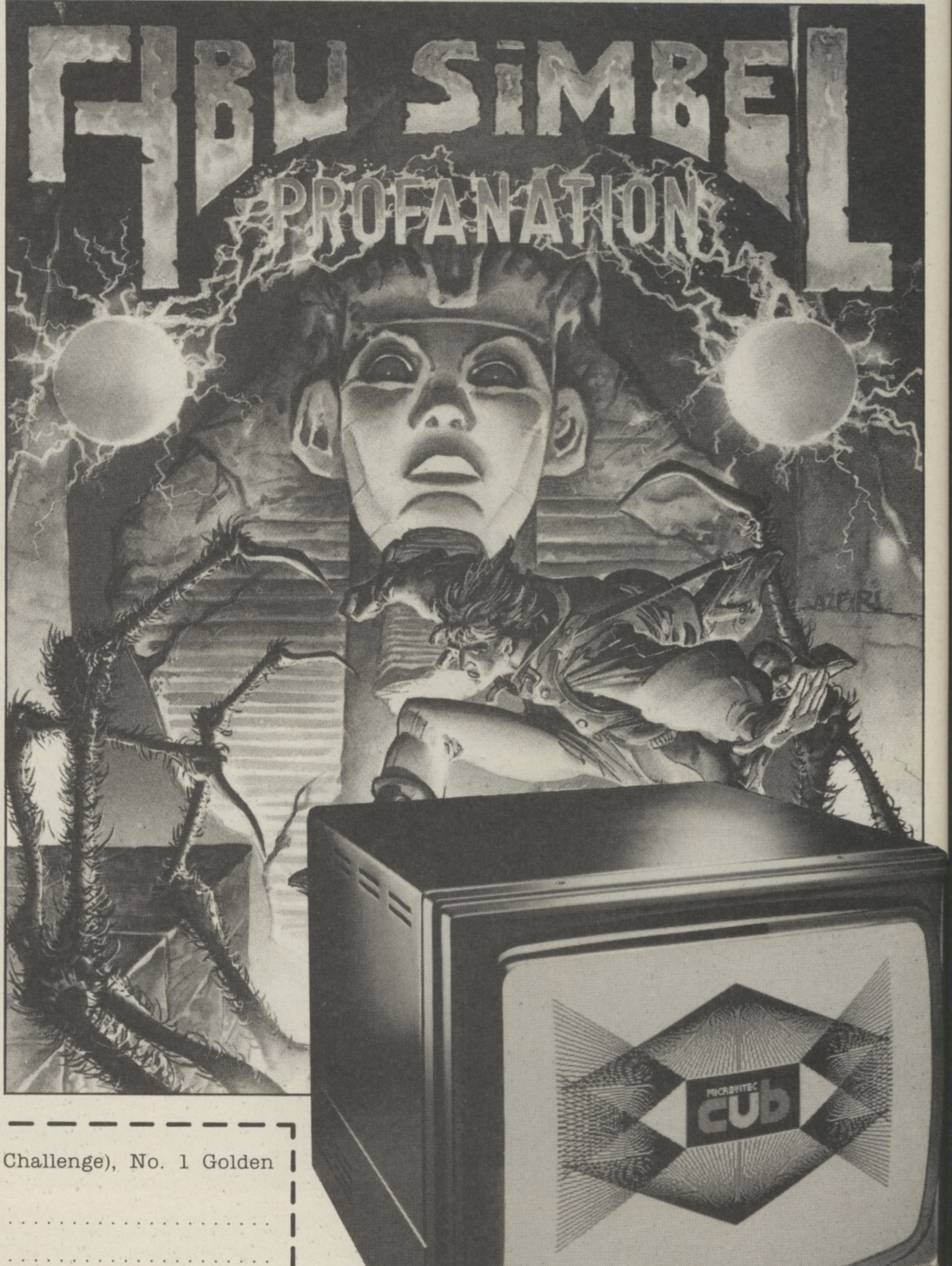
For twenty runners-up there's the next two Gremlin games as a consolation prize. Super Sleuth is to be released in September and Monty on the Run in October.

How to Enter

When you've completed the game simply fill in the form below and include on it the message that appears at the end of the game.

The first entry, with the correct message, will win the monitor. The next twenty will collect the runners-up prizes of copies of Super Sleuth and Monty on the Run.

According to Gremlin, the game will take month's to complete so the competition will remain open until all the prizes have been won.



The prize,
a Microvitec Monitor

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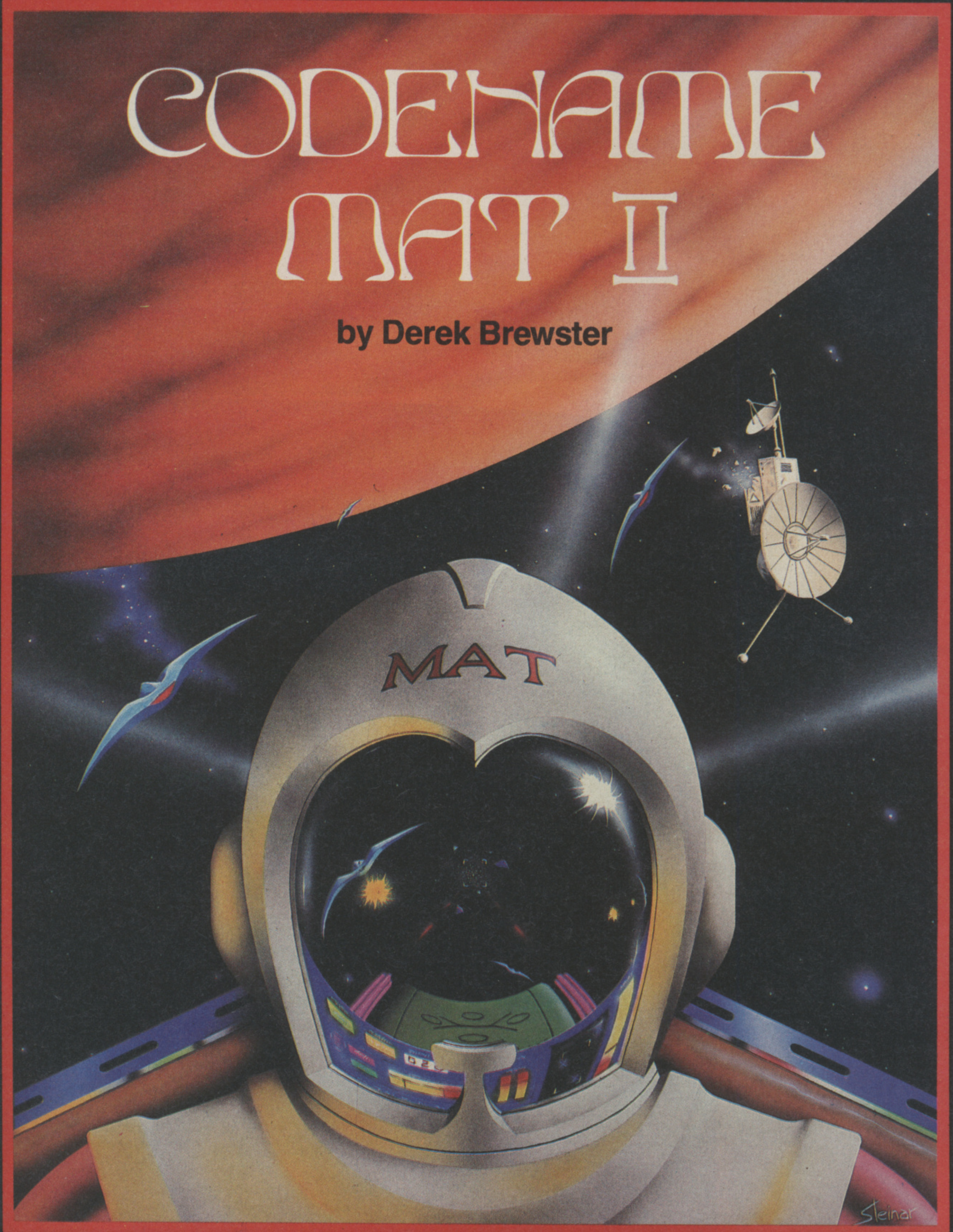

CODENAME MAT II

by Derek Brewster

GAME TYPE : YOU'LL NEED A KEEN SENSE OF STRATEGY AND AN ACCURATE FIRE BUTTON FINGER
HOOKABILITY : COMPULSIVE
LASTABILITY : INFINITE
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RESPONSE : LIGHTNING
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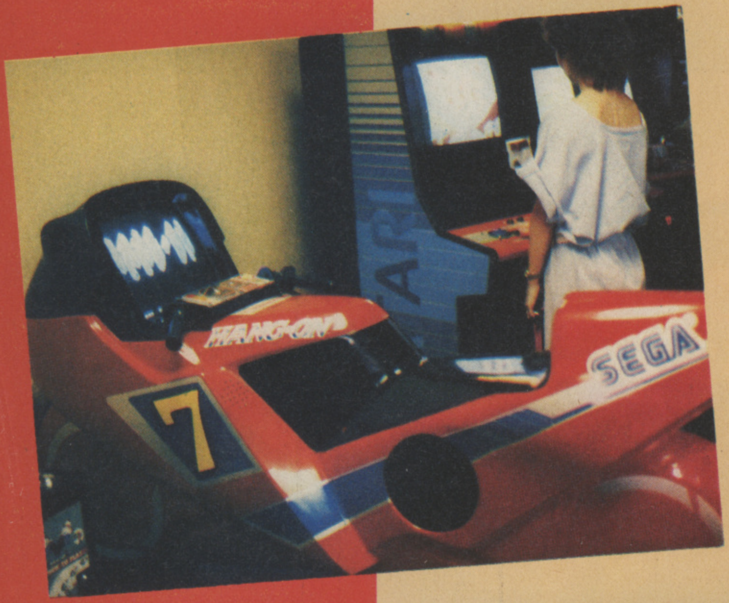

HANG-ON
SEGA
7

COIN-OP CONNECTION

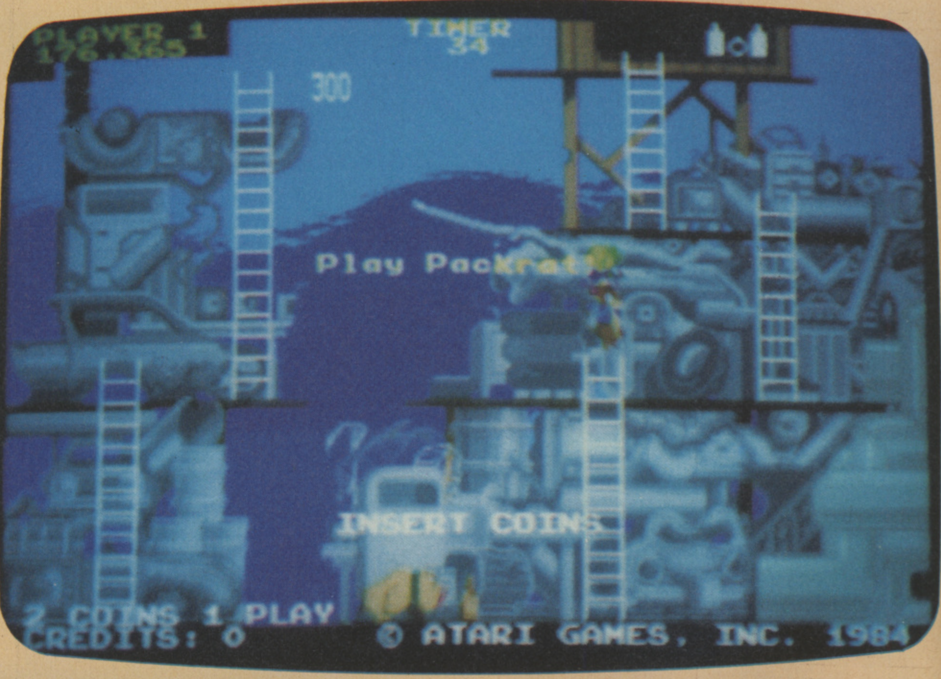
What's new from Sega? The usual two arcade addicts went to find out, read on for more....

This new game from Sega is called 'Hand On' and is one of the best arcade games ever. It's success was so great in America that the coin mechanism had to be modified to take coins of a higher value so that the player doesn't have to keep putting in lower value coins. The game looks like being the first UK game to be fitted out for £1 coins. The rate at present is 30p a go or 2 for 50p, so at 25p a play it is competitive with lesser games.

The units themselves cost around £5200 each to buy, and have been known to take up to £200 a day! So what is the secret of this incredible machine.

The game is based on motorcycle racing with a sort of super-pole position type display and a view of the track from slightly above and behind that of the bike.

The big feature comes in the control method, the screen and controls are mounted on a huge representation of a racing bike. You have to sit on this bike and control it by leaning the bike from side to side, there is also a throttle on the right hand grip and a brake on the same side. The screen is just underneath the place that you would expect the front windshield to be and is in a very comfortable position


PLAYER 1
176,365
TIMER
34
300
Play Packrat!
INSERT COINS
2 COINS 1 PLAY
CREDITS: 0
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PLAYER 1
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TIMER
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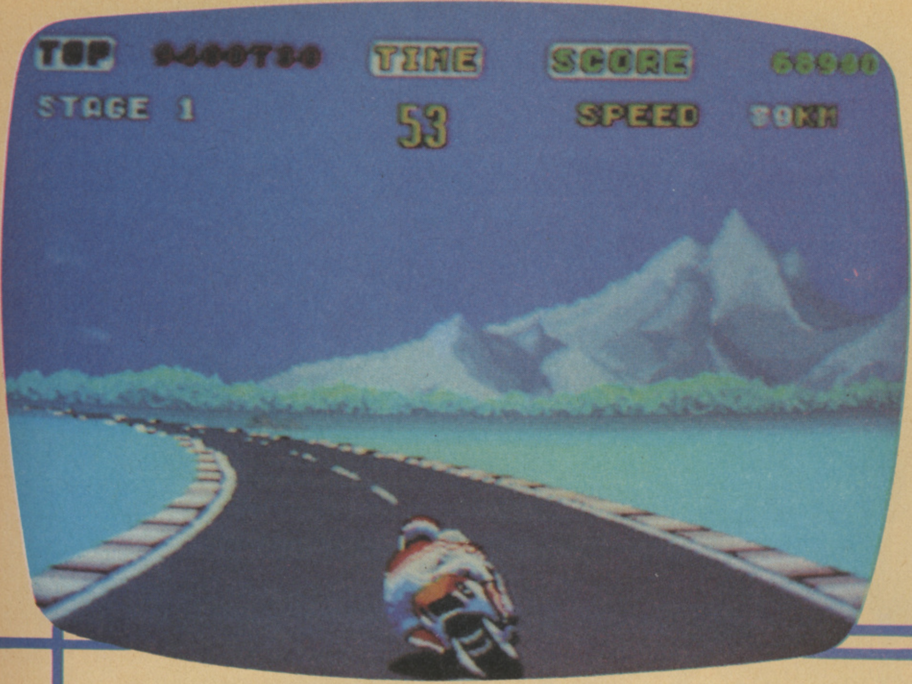
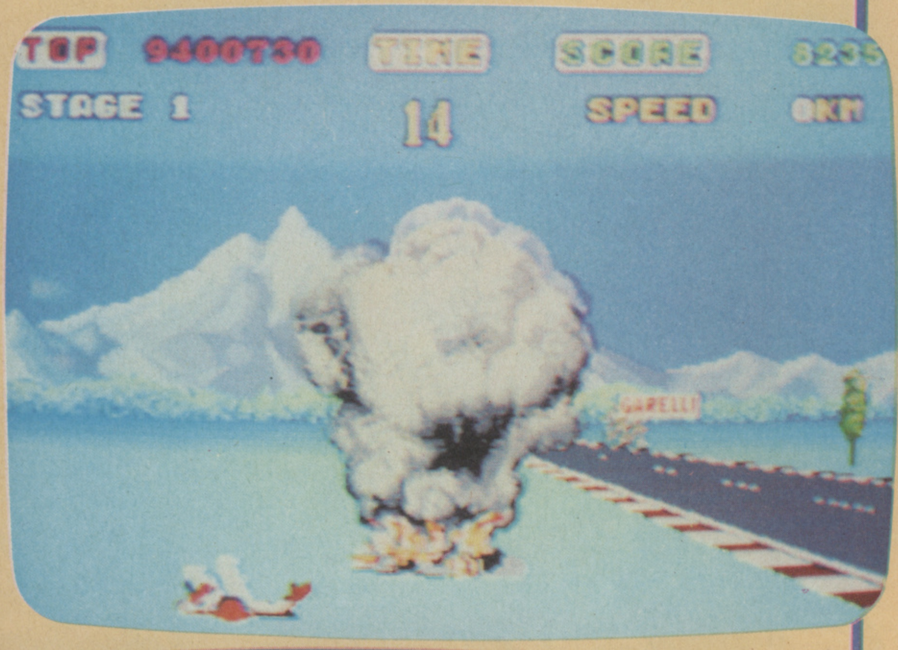
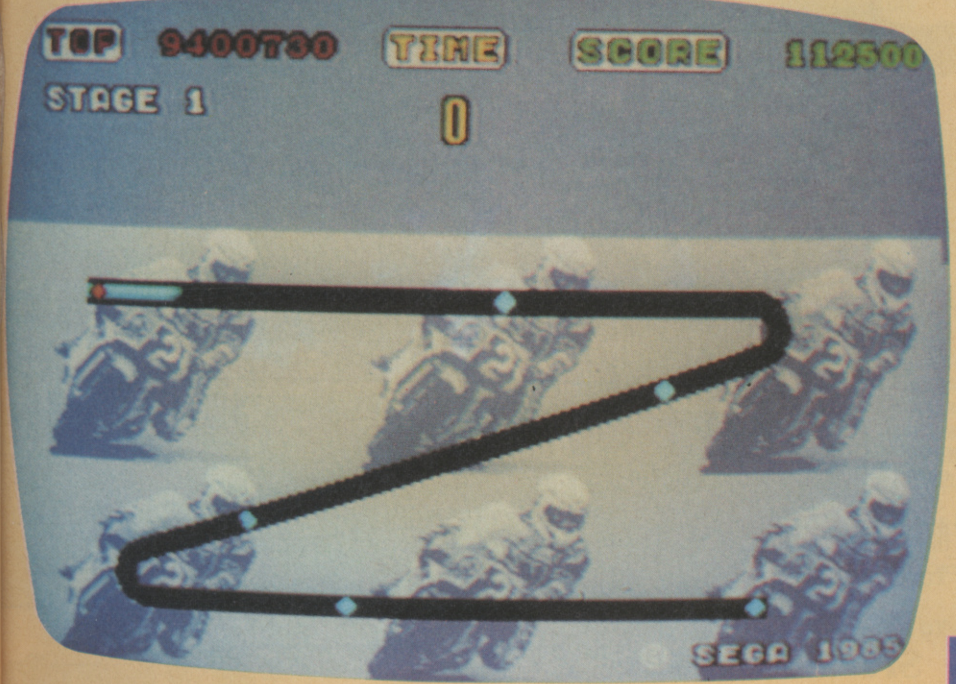
EXTRA LIFE AT 20,000
RETURN OBJECTS TO NEST
HAVE: 1
OBJECTS NEEDED: 0







for looking at. The facia is adorned with a couple of dummy instruments to give the whole thing the right feel.

On the whole, if this game is out in time for the summer rush it should be a smash hit.

Another game that I've seen this month is Peter Pac-Rat by Atari. This is a conversion for the hit game Marble Madness. A conversion is a way for the arcade operator to change an old game at low cost. All he has to buy is the software conversion and any external cosmetic details that the game may have, without having to replace the monitor or case.

Peter Pac-Rat is similar to the ladders and ramps type of game that computer users have been used to ever since Miner 2049er. The graphics are very good and although it doesn't have the same impact as many other games it does sort of grow on you.

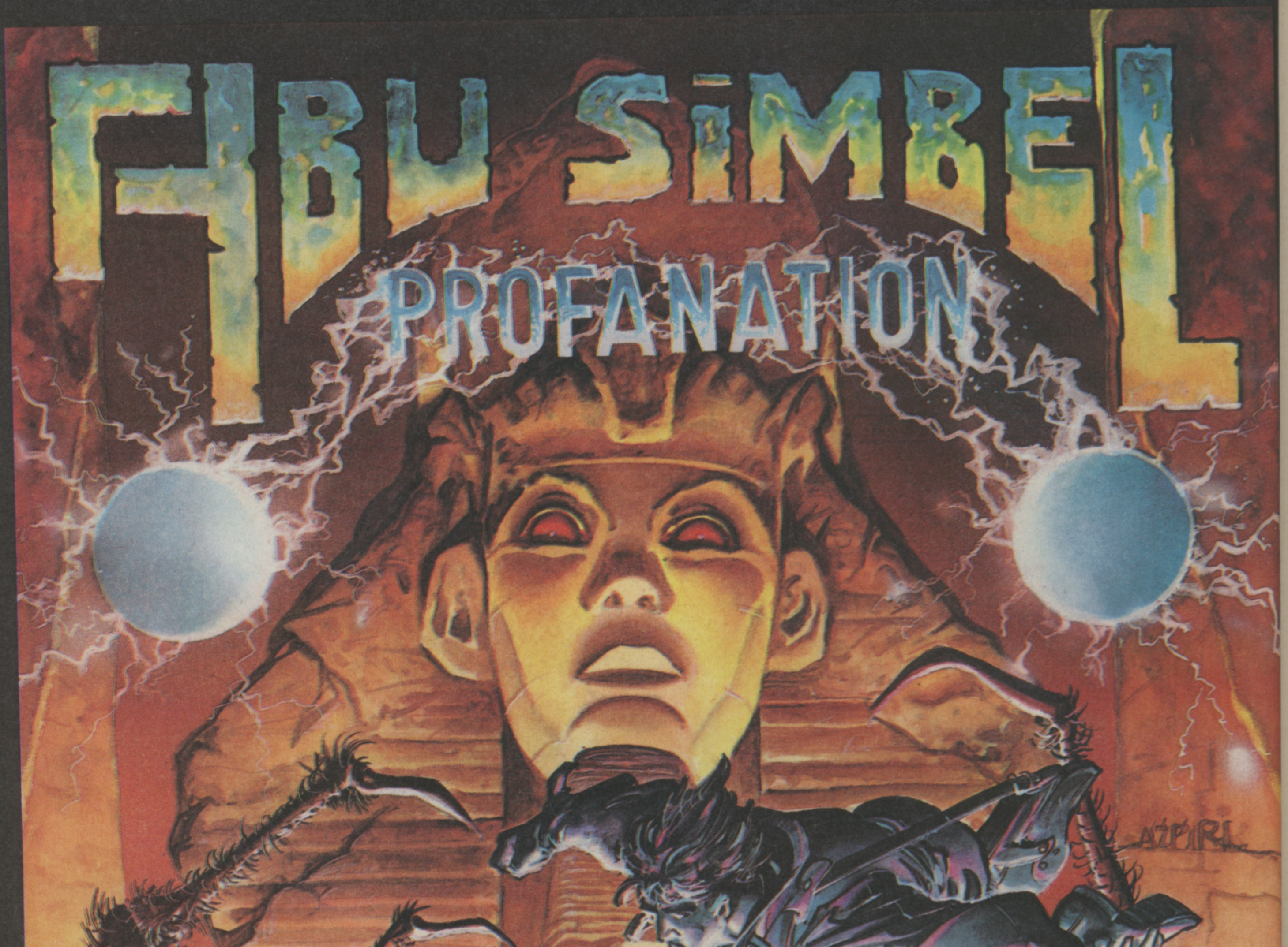
Boogie Manor is another L&R type game although it is more remeniscent of Castle Quest than anything else. Great graphics and excellent animation make the game exciting to play.

Lastly, Excitabike is a game that is similar to all those BMX games that have been cropping up recently. You have a motorbike and a number of opponents and a series of 9 tracks and qualifiers. The tracks are challenging, the controls simple, and the opponents very good.

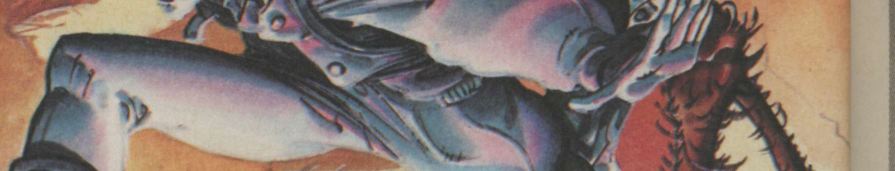
Each track has a different theme for its background and has very detailed graphics.

That's all for this month, thanks again to all at Deith Leisure and apologies to **Gary Newman**, whose name I spelt wrong a couple of months ago!

Mike Roberts
Steve Phipps


ABU SIMBEL
PROFANATION
AZPIRI
DINAMIC

Johnny Jones, modern day hero and explorer extraordinaire, has finally discovered the lost Temple of Abu Simbel, built by the great Pharaoh Ramses II over 3000 years ago.
In frenzied desperation he enters this secret world and is drawn into a frightening adventure, threatened by the Pharaoh's curse, in constant danger until he can reach the inner mortuary chamber.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SEPTEMBER 1985

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But enough of this, fill in the form get yourself an SAE, bung our address on the front of another and dig yourself up a stamp. Then you can see what it's all about.

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OTHER (SPECIFY) ....
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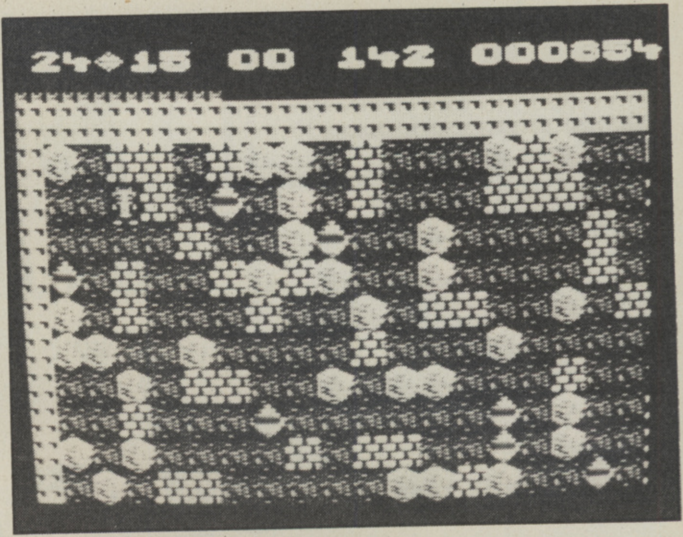
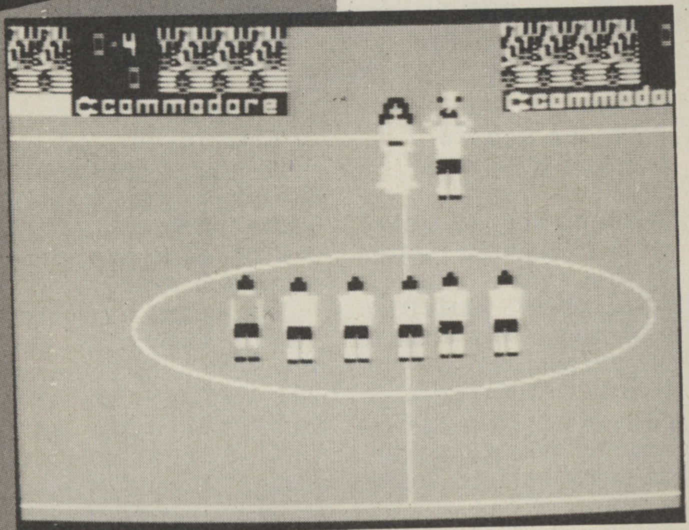
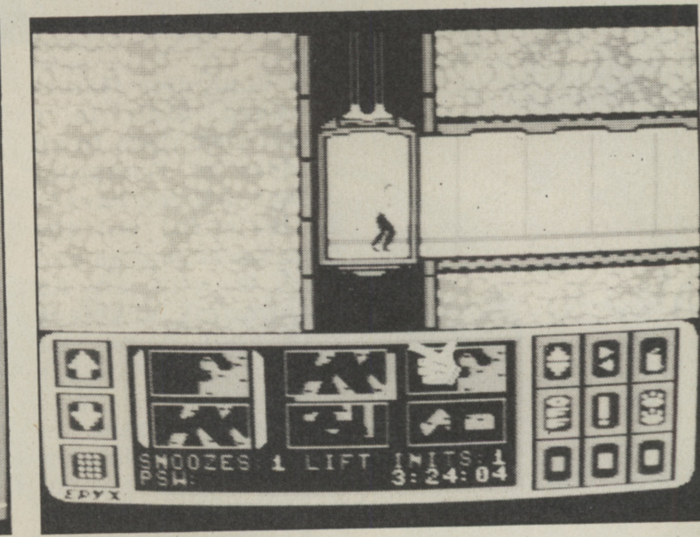
THE COMMODORE 64 COLLECTION



Boulderdash



International Soccer



Impossible Mission

Tony Hetherington finds a distinct American flavour to this month's selection of classic games for the Commodore 64.

In the two years since its UK launch, the C64 has become THE games machine.

The success of the 64 has been made easier by the wealth of American software that has accompanied it across the Atlantic. Much of it consists of conversions of existing Atari software but all of it makes the most of the machines sprite graphics and 3 channel sound.

This collection reflects this US bias as it contains only a handful of British software. The American titles have been imported into the UK by US Gold, Ariolasoft and until recently CBS where they have dominated the charts. Consequently the selections below include not only the UK supplier but also the original American software house.

This is so you can highlight consistantly good companies such as Electronic Arts and get their new games as they are imported.

The British contingent is headed by Firebird's Elite conversion and New Generation's Squash.

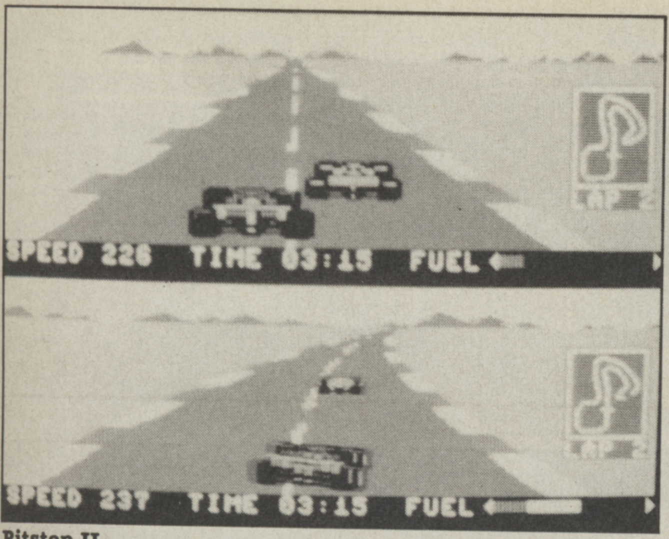
International Soccer Commodore £9.95

This is probably the best selling 64 game. Over 100,000 have been sold to date, so most of you have probably already got this excellent football simulation. If you haven't, buy it now, It's quite simply the best computer football game.

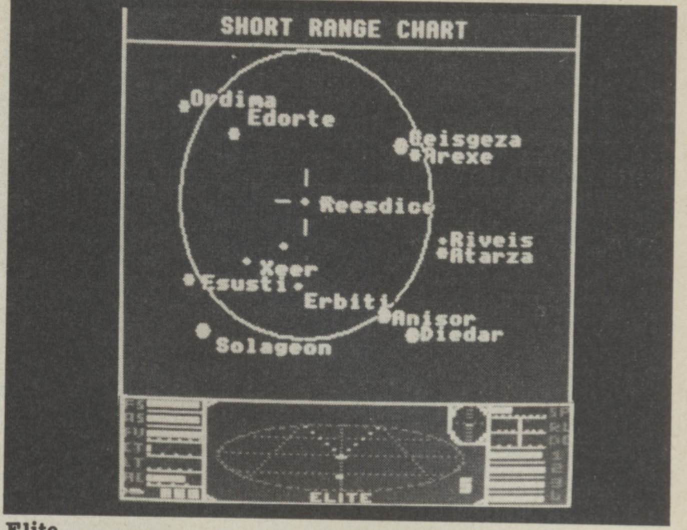
Zork I Infocom (Commodore UK) £11.95 (Disk)

Infocom are the masters of text adventuring and Zork I is just the first of a classic trilogy of underground adventures. The Infocom expertise extends beyond fantasy and their excellent range includes detective thillers, science fiction adventure and even a game based on the Hitch-hikers guide to the Galaxy.

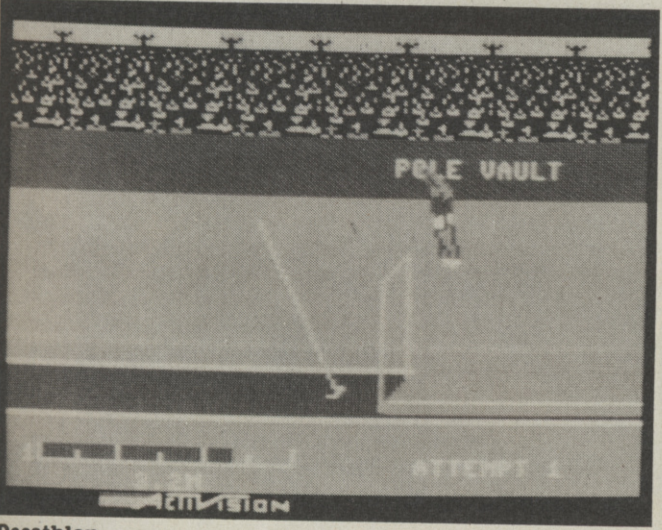
If you need an excuse to buy a disk drive look no



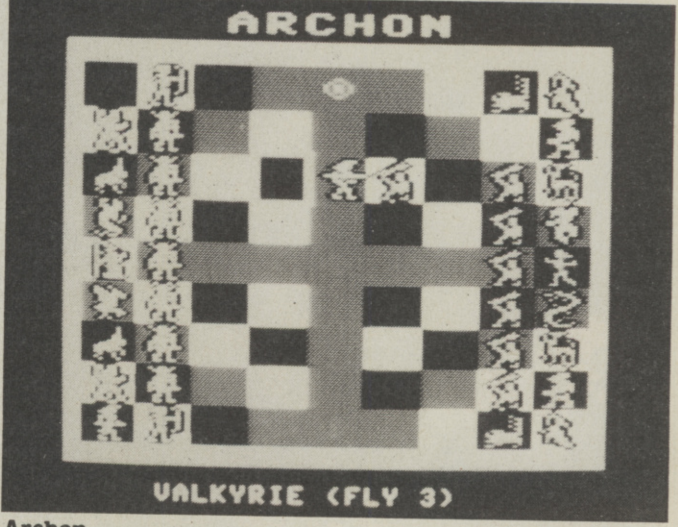
Pitstop II



Elite



Decathlon



Archon

further than these games that will keep you adventuring into the small hours.

Boulderdash First Star (Monolith) £7.95

Originally imported by Statesoft, Boulderdash was one of the best games of 1984.

The efforts of the games hero, Rockford, to collect jewels while avoiding falling boulders and various flying nasties proved to be extremely addictive.

Now Monolith have repackaged the original with its sequel, Rockford's Riot in a bumper package.

Impossible Mission Epyx (US Gold) £9.95

Superb animation and breathtaking sound and speech combine in the best **ever** platform game.

To defeat the evil Dr Elvin Atombender our hero must somersault killer robots, search everything including the kitchen sink in order to solve fiendish puzzles.

Pitstop II Epyx (US Gold) £9.95

A split screen all action racing game in which you compete head-on with both human and computer opponents.

Nine different grand prix circuits test your skill. However driving skill isn't enough as to win you will also need a good pitstop team.

Decathlon Activision £9.95

Ten gruelling events that simulate the Olympic decathlon push you and your joystick to the limit.

This was the best of the sports games that flourished last year and featured superb animated graphics. The only drawback was the lack of an awards ceremony to reward you for your considerable efforts.

Spy vs Spy First Star (Beyond) £9.95

Based on the MAD cartoon strip, the battle between the black and white spys made a fascinating contest and a superb game.

Either 1 or 2 players fought for the secret plans hidden in an embassy. Either with clubs or with a variety of ingenious traps including bombs, springs and buckets of water.

Elite Firebird £9.95

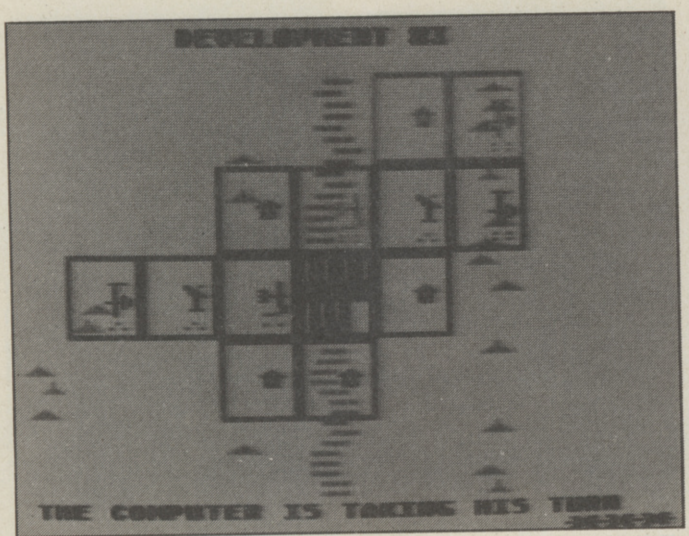
A conversion of the original Acornsoft game in which you must trade, kill and pirate your way through the galaxy.

You begin your career clean and harmless and if you successfully avoid Thargoids, the police, other traders and the troublesome trumblies you may become one of the Elite.

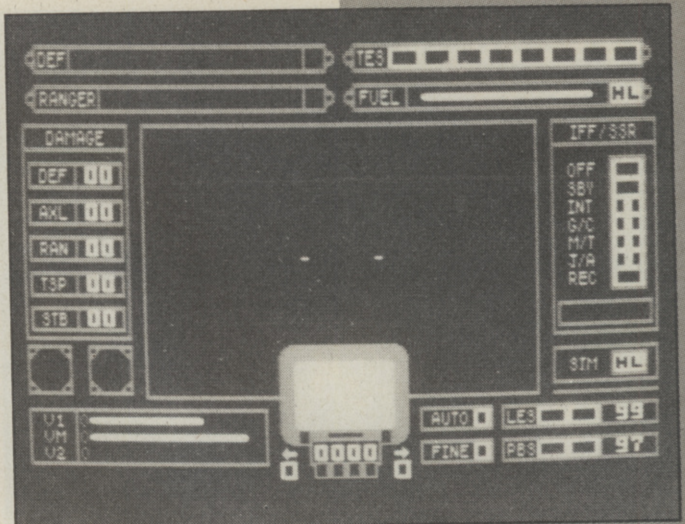
Archon Electronic Arts (Ariolasoft) £11.95

A fascinating strategy game based on chess in which knights, Banshees, Unicorns and Wizards battle for every square.

Each piece has its own strenghts and abilities which are put to the test on the games combat screen.


DEVELOPMENT
THE COMPUTER IS TAKING HIS TURN

M.U.L.E.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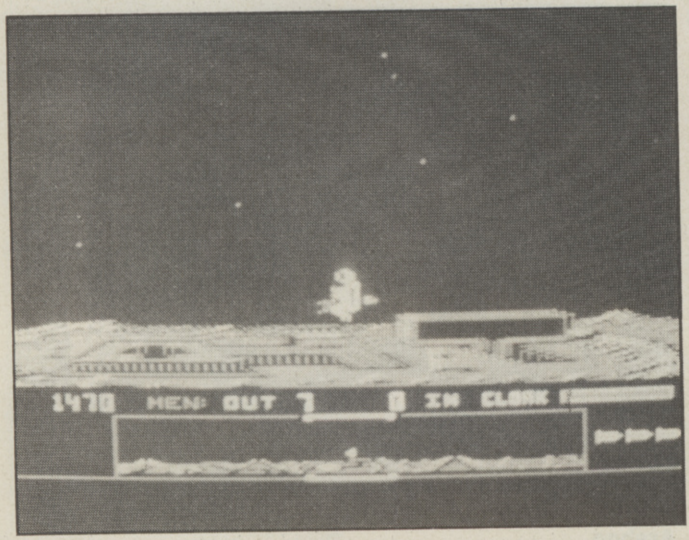
PBS 97

Interdictor Pilot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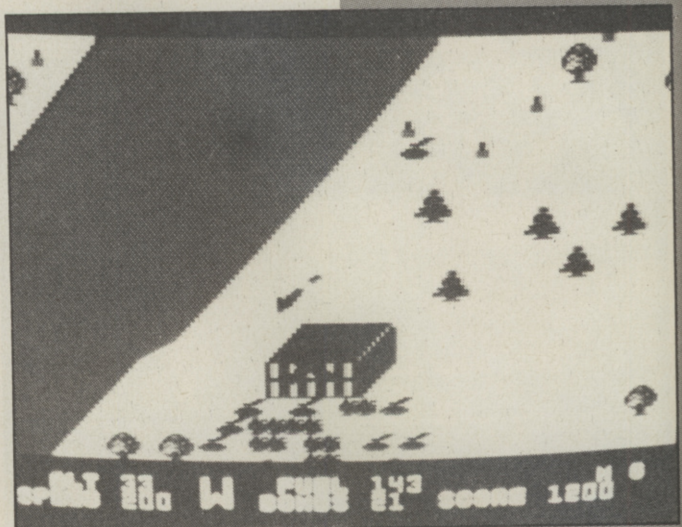
Dropzone


ALT 33
SPEED 200
W
FUEL 143
BOMBS 21
SCORE 1200

Blue Max

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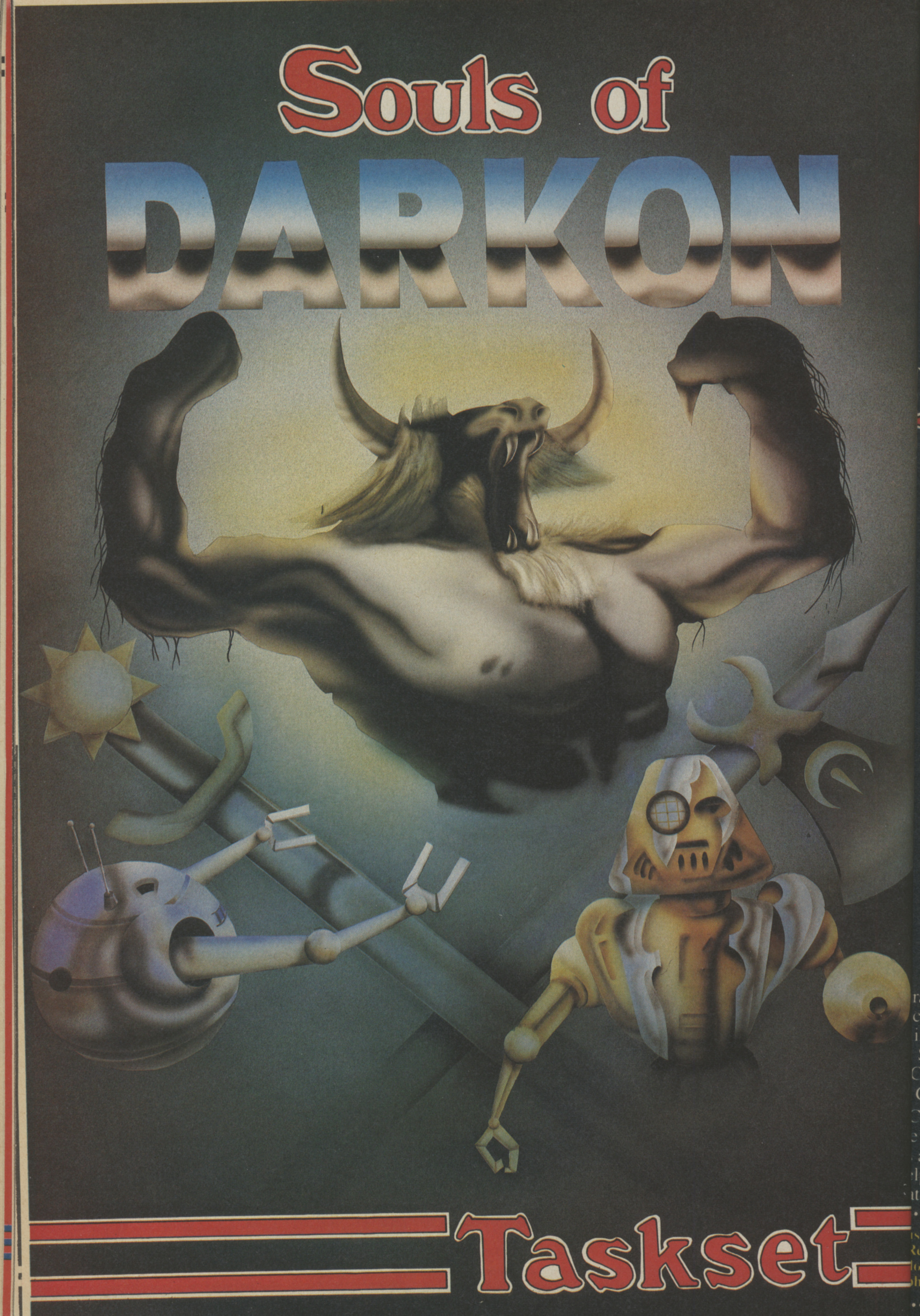
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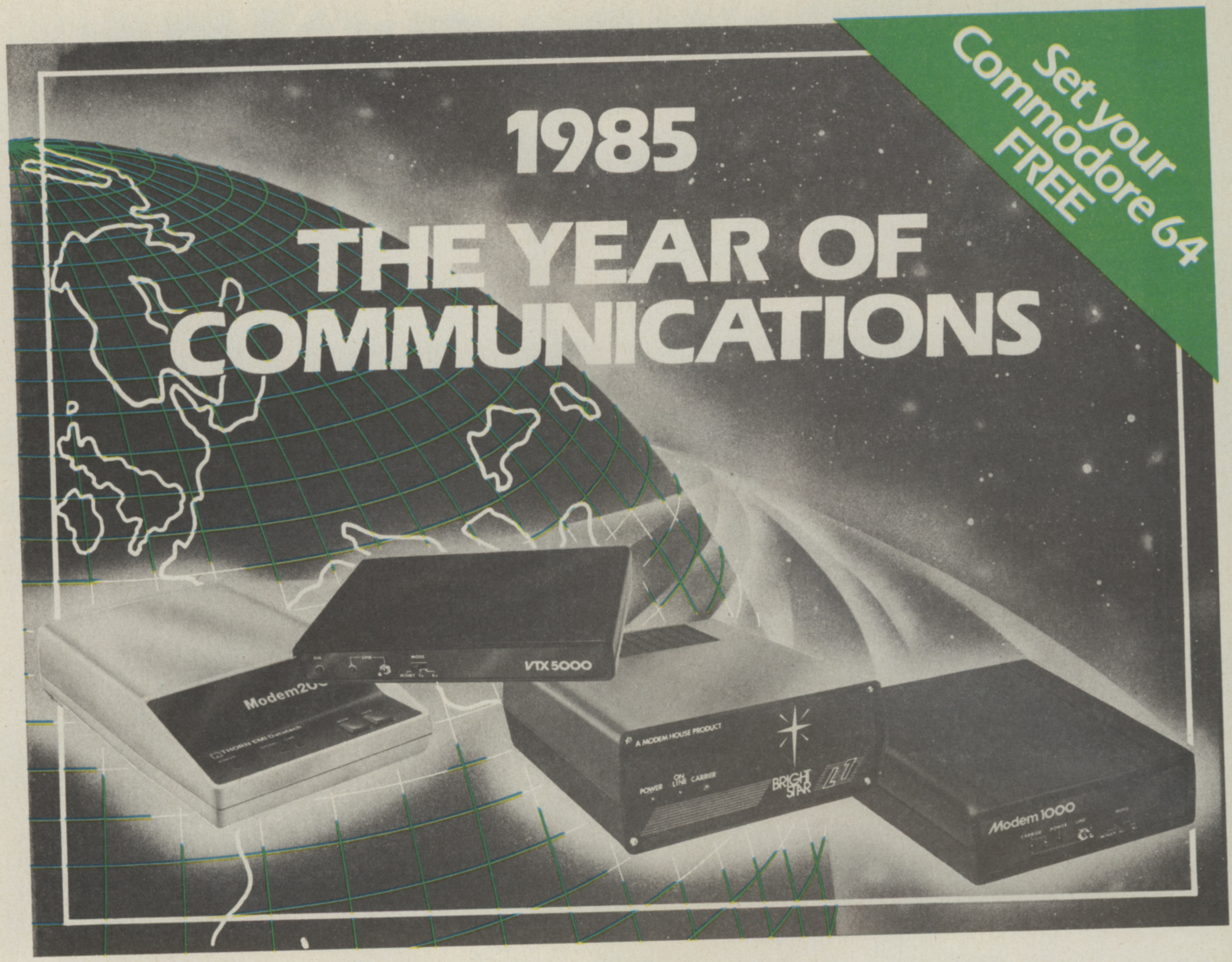

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CG1

HINTS

Your winning ways have been coming in thick and fast this month. We kick off this issue with a mega-hint from O.C. Severn on Gribbly's Day Out:

Gribbly's Day Out is where you play the part of Gribbly Grobbly, the one footed Blabgorin. It's his job to look after the young Blabgorians (Gribblets), gathering them to the safe cave for the night.

The game is located in 16 scenes of play, each very different from another. The first thing you need to learn to do is levitate. This may sound obvious but it is only once you have mastered this that you can set about completing the scenes and eventually the game (perhaps!).

Having got the hang of levitating learn where all the islands are so that it is safe to fly at full speed to avoid Seon after the web is de-activated.

Always set the real time clock. It's easy to look at during play, otherwise you may not notice how long you've been playing and miss your favourite TV programme, last orders or that date with Bo Derek/Richard Gere.

If you have a black and white TV/monitor use black and white mode otherwise some of the colour schemes will leave things invisible. Also, unless you have a very good TV (or a monitor) some of the colours are very indistinct and it is a good idea is always play in black and white mode.

In the instructions for my copy of the game no mention is made of pause mode or the quite option. To pause press run/stop, restart by pressing fire or run/stop again. If you use fire make sure that nothing embarassing will happen (bubbling Seon, closing a web section in your path, dropping a Gribblet etc.). In pause mode the animation continues which is rather disconcerting, this can be stopped by pressing F7 (note the cheese in the message area). If this feature was added to enable photos to be taken then why isn't Gribbly Grobbly giving a "broad beam of approval?" Anyway getting back to quit, in pause mode press home/clr to return to the first title screen.

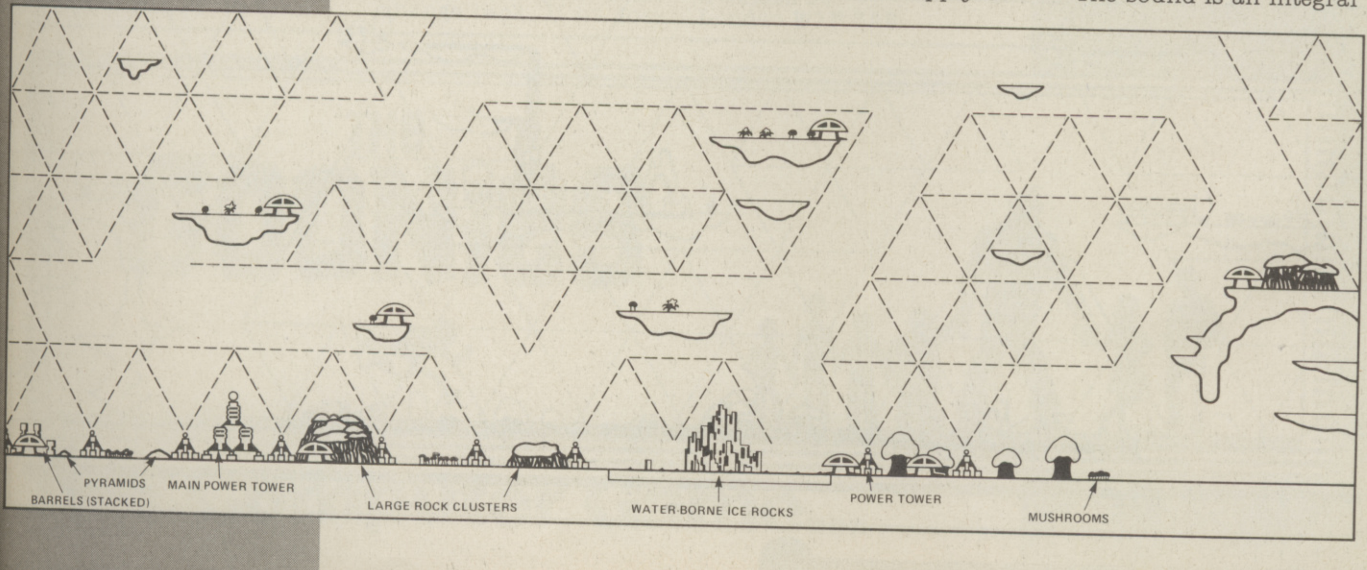
Only put Gribblets back when there is nothing better to do, or if you are low in Psi (1-2 towers). This means that if anything happens you have a supply of psi without needing to visit the bank.

The object of the game is to return eight Gribblets to the safe caves on 16 different parts of Blabgor. It has nothing to do with time or points, they are just additions to the game. There should be no limit to the number of points you can get by repeating a scene and this will increase the length of game. If you're looking for something different try completing the first scene as fast as possible, anything below three minutes is good (my best is 2.11, though I don't know how!).

If you get good enough to complete a scene transfering psi to the bank, only save five (or less) Gribblets until you build up a good deposit, this will soon go on the later scenes.

Don't bother to close all the web sections you open, the effect on Seon's wanderings is minimal, and the loss of 10 points isn't worth the lost time and probably headache (loss of psi). If you can, it's a good idea to activate both switches at the same time.

The sound is an integral



part of the game so don't turn it off. Also, listen for danger as well as look out for it. Where there is a large open area, (safe place for Gribblets to land), in the bottom right corner don't worry about preventing stompers from capturing inverted Gribblets. The resulting winged creatures (flappers) are easily and safely dealt with for lots of points. Really good screens for doing this are "Hide the Gribblets in the Cave", "Aerial Lakelands" and "Gribblets in Peril".

The first scene ("Hide the Gribblets in the Cave") is a nice friendly start to the game, all the Gribblets are in accessible areas and it is only necessary to deactivate one section of web to complete the scene. This makes it sound easy but once you get the hang of it, it is (yes honestly).

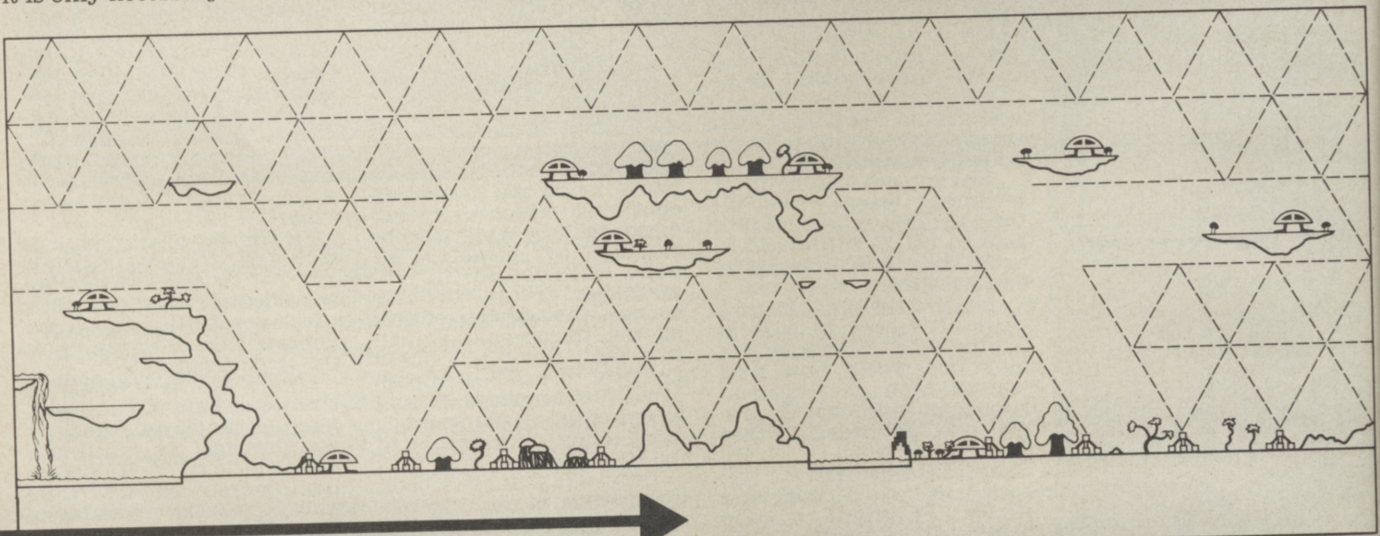
If you rescue all eight Gribblets on the first scene you should find the next scene is "The Infinite Waterfalls", here it is necessary to recover as many vulnerable Gribblets (ones which might get caught by flappers) as possible. This is because it is very difficult to bubble the flappers to recover a Gribblet without murdering it.

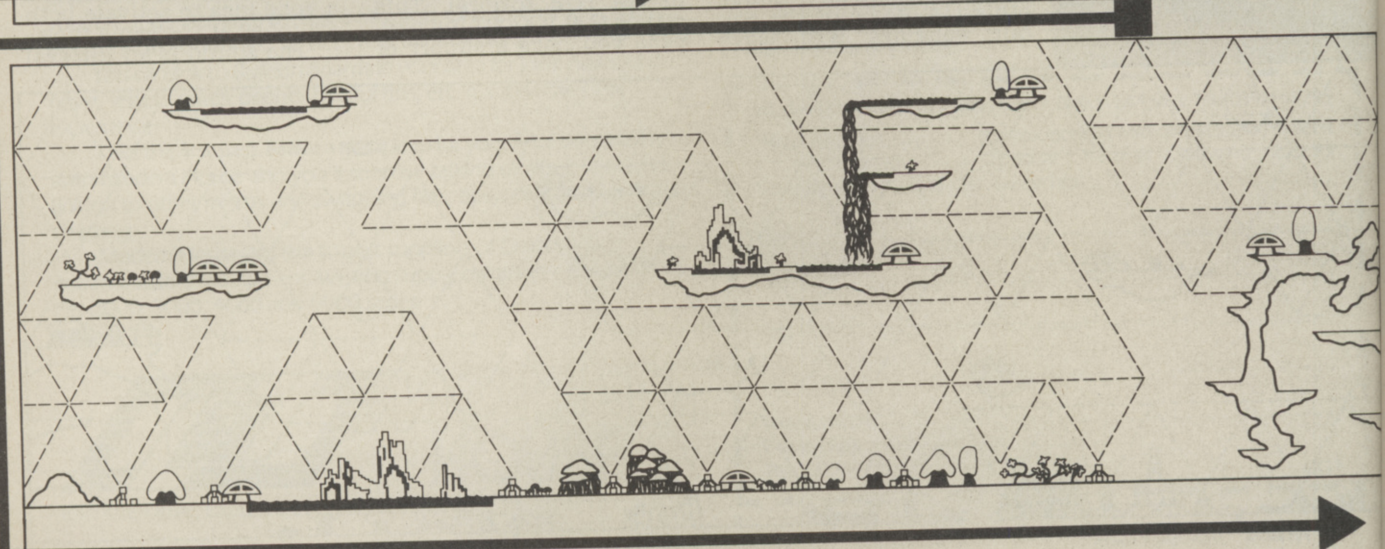
Rescuing only seven Gribblets will probably leave you searching in "The Flooded Cavern". With this scene the temptation is to bounce across the large central island near the top, but I prefer to open the way through and fly underneath. This route is quicker and safer as frequently Seon is in the way across the top.

"Aerial lakelands" is the scene selected if two Gribblets are lost on "Hide . . .". Again there is a temptation to do a lot of bouncing but this is like committing suicide as it is so slow. Bounce out of the cave and then fly up, anywhere within the top 2 or 3 rows is a good place to go left. This is a fast route to the left hand side where most of the Gribblets are frollicking. Make sure you get the Gribblet at the top left as soon as possible because if he (she?) is flipped by a topsy when to the left of the lake Gribbly cannot rescue him unless he is captured by a flapper.

Finishing any of these scenes leaves you in danger of meeting "Wot, no Ground?". DON'T let Gribbly drop, there's nowhere for him to land! Sorry if this advice is too late, I still get caught out by it sometimes. There is very little advice available for this scene except learn where all the Gribblets are (a good point to remember for all the scenes), and use the mid-bounce take off to get into the web above the large island on the right (it should have three Gribblets on it). This not only enables you to rescue the Gribblet on the island beneath (there's no other way), but provides a shorter route back to the cave.

The last scene I'll offer you any help with is "The Elevated Forests". After completing all these scenes you should have a good idea of how to play the game; a lot of this is personal perference anyway. There are two questions which need answering to complete this scene: where is that last Gribblet and how do I open that section of web? Taking them in order, the last Gribblet is, probably, left from the safe cave. This gap looks impossible but with practice it can be done. One more thing to remember is don't approach it too slowly, the program will notice your lack of confidence and rattle you in the jaws of the cave. Secondly, one of the hardest sections of web to open (wait till you see "Gribbly's Bane (It's a tough one)"!) is up and left from the safe cave, not that





HINTS

Gribbly is allowed to get wet to activate the switch. This enables you to get to the three Gribblets to left of this section of web.

With this advice and a good joystick you should be able to spend many happy hours bouncing and bubbling before seeing the sixteenth scene (and even more before completing it!).

Everyone's a Wally

Stephen Horn of Humberside has compiled this list of problem solutions for 'Everyone's a Wally' from Mikro-Gen:

1. Don't go into the zoo unless you have the monkey nuts, if you don't then you will end up running for your life, chased by a homicidal dolphin! I thought dolphins were supposed to be friendly!
2. Make sure you have the gasmask before you enter the cave. I've been in there but I can't get out because of another dolphin.
3. To get the letter B you must be Wilma. The letter B is in the library but before you can get it you must return the library books, in order! When you have the letter B take it to the bank and place it in the safe. Another letter B will appear in the top left-hand corner of the bank.
4. To mend the fountain you must be Dick. Take him to the baker's straight away. The monkey nuts should still be there, take these to the zoo and take the wrench in exchange. Now go to the post office and take the plunger. If it isn't there then someone's taken it. When you have both the plunger and the monkey wrench you must go to the fountain in the town square and go right to the top. The water should start to flow.
5. To build the wall you must be Wally and the fountain must be required. Get the bucket and sand (which is in the park) and fill the bucket at the fountain. Go to the cement mixer in Pete Street and take the cement. Now find the trowel and take the cement and the trowl to Wall Street. Walk past the wall and it is built.
6. Mending the fuse wire to the fuse and it is fixed!
7. To mend the electricity pylon you must be Harry. First of all you must play 'Asteroids' in the 'phone booth until as short jingle is played. Now get the good insulator, Wilma usually has it. Now get the screwdriver from the station and go to School Lane. The sparks will go everywhere but then, you're a wally aren't you? Jump up to the top and replace the cracked insulator with the good one.
8. To stamp the parcel you have to be Wilma again. She must get the rubber stamp and the parcel. Take these to the post office and walk to the end. It should now be stamped.
9. If the object you're looking for isn't in it's usual place then someone has taken it. To check them you must first find them. Quickly change to that person and see what he has got. If he hasn't got it then you must change back. If he does then follow the person you were until you find a suitable place to drop the object you want. Now quickly change to the person you were and take the object.

That's all I know at the moment except that I think the jump leads and the battery in the garage have something to do with charging up the flat battery. Does anybody know? Also, is there anyone who knows how to get the pound note in the 'Red Lion'? I think I need it to do the shopping.

Harrier Attack

Lastly a quicky from Alistair MacInnes about Harrier Attack from Durell:

On leaving the carrier, skim the water and use your first missile to knock out the patrol boat's missile. Then use the second missile to knock out the patrol boat itself. You should then rise quickly to avoid smashing into the cliff.

You will then find that there are not so many enemy aircraft around to annoy you.

That's all for this month. Watch out in the club magazine for details of the ratings system and especially 'Beta' which is this one.

Send all hints to

Hints
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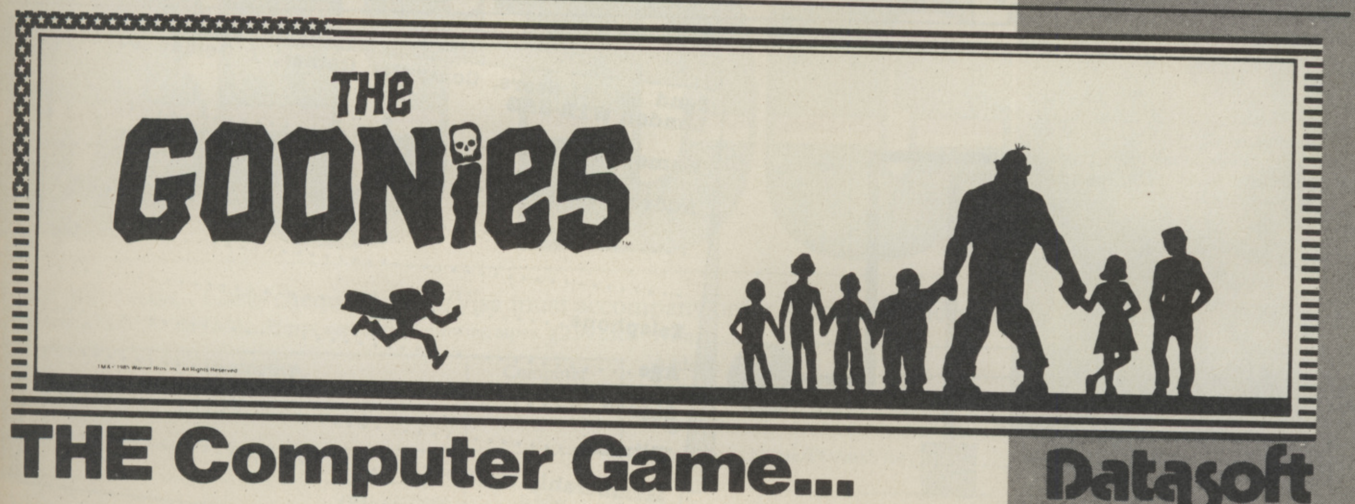

THE Computer Game...
Datasoft

HI-SCORE

The big problem we've had this month is that a number of people have sent in their scores without stating what the game is! Come on now, we're not psychic — it wouldn't be so bad if you just gave us a clue, but nothing at all?

So if Mr R Wylie of North Shields (score 112,800 on an Atari Computer, but your guess of the game is as good as mine) wants to get into the magazine can he send us some more details please?

Also if you want to get the rating for having a high score achived you must send an S.A.E., this can either be with the entry or when the high score has been printed (so you don't waste a stamp if your score is not printed). If you send your SAE at a later date, please drop us a note saying what issue you appeared in, or use the form that will be printed in the Club Magazine.

Another thing that has struck me in games such as Knight Lore, these give a percentage rating for how much through the game you have been, however to complete the game you needn't get 100%. So a higher percentage score that has not completed the game will not beat a lower percentage score that has. Indeed, the lower a percentage score is for a finished game the higher the understanding of the game the player must have (they don't need to go to places that are unnecessary) so perhaps the lower a percentile score is the higher it should be considered.

As always, good luck and send to:

Mike Roberts
Hi Scores
Computer Gamer
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Game	System	Scorer	Score	Your Score
Snapper	BBC	R Brown	145000	....
Chuckie Egg	Spectrum	William Lacey	2170710	....
Knight Lore	Spectrum	A Parkinson	96%	....
Decathlon (Ocean)	C64	Stuart Pimblett	181786	....
Decathlon (Ocean)	Spectrum	Ian Pinder	487015	....
Decathlon (Ocean)	Amstrad	Sean Brady	113600	....
Confusion	Amstrad	Simon Green	47500	....
Pole Position	Atari	Mike Roberts	108950	....
Pole Position	Spectrum	Graham Divine	63550	....
Pole Position	Amstrad	Graham Divine	59950	....
Pole Position	C64	David Edwards	120830	....
Pole Position	BBC	Alex Roy	106650	....
HERO	C64	Frode Mong	108932	....
Raid on Bungling Bay	C64	Gary Cox	199900	....
Elite	BBC	D Codrington	13437772Cr(Elite)	....
David's Midnight Magic	C64	Gordon Hamlett	711385	....
Ghostbusters	C64	P Harkins	$999900	....
Cyclone	Spectrum	A Parkinson	62020	....
Seaside Special	C64	S Payne	1470500	....
Bruce Lee	Spectrum	Jeremy Glyde	459550	....
Dropzone	Atari	Steve Phipps	68230	....
Donkey Kong	Atari	Stuart Moore	75100	....
Spy Hunter	Spectrum	Ian Whittaker	188410	....
Jet Pac	Spectrum	Chris West	1231670	....
Pitfall II	C64	Phil Goodridge	155328	....
Decathlon (Activision)	C64	Phil Goodridge	11784	....
Raid Over Moscow	C64	P Ford	172800	....
BC's Quest for Tyres	C64	David Jolley	8455	....
Staff of Karnath	C64	Kevin Mundow	7.22	....
Defender	Atari	Claran King	2746800	....
Impossible Mission	C64	David Edwards	29883	....
Psst	Spectrum	Sean Spencer	120840	....
Pajamarama	C64	K Barber	93%	....
QBert	Atari	D Stephens	89750	....
Moon Cresta	Spectrum	Malk Makin	89910	....
Spelunker	C64	Mike Roberts	138750	....
Xcel	Spectrum	Graham Divine	88% (5 planets)	....
Zalaga	BBC	Paul O'Malley	15007810	....
Frak!	BBC	Paul O'Malley	20000200	....
Hopper	Electron	John Brough	11432	....
Chuckie Egg	Electron	Barry Johns	216720	....
Zaxxon	Atari	Alistair Slater	111100	....
3D Starstrike	Spectrum	James Obeirne	1120600	....
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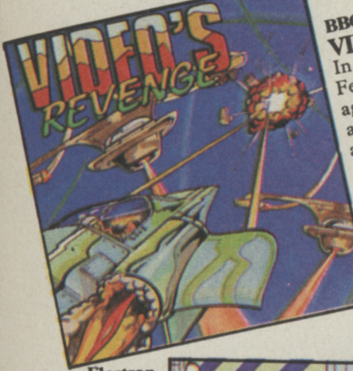

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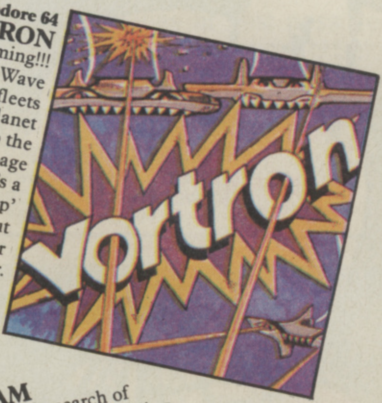

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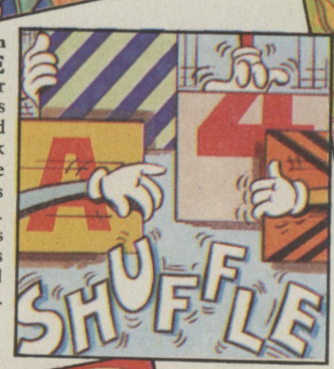

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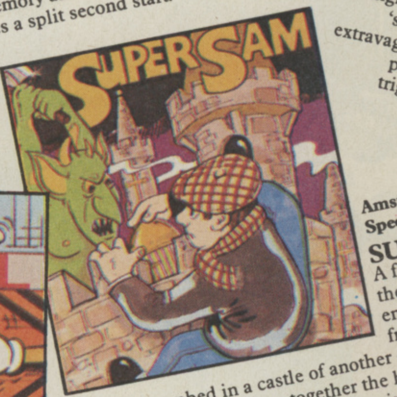

Amstrad
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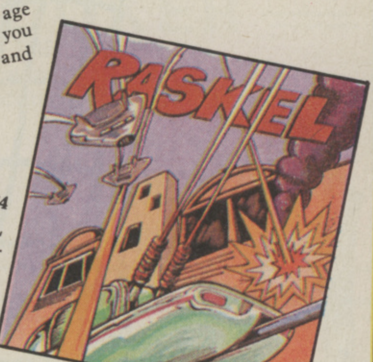

Commodore 64
RASKEL
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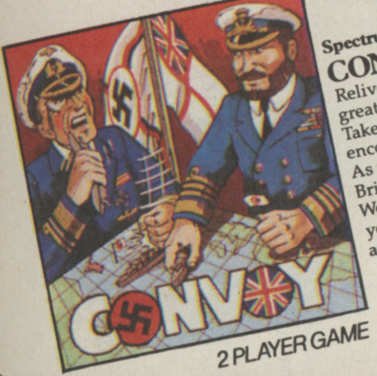

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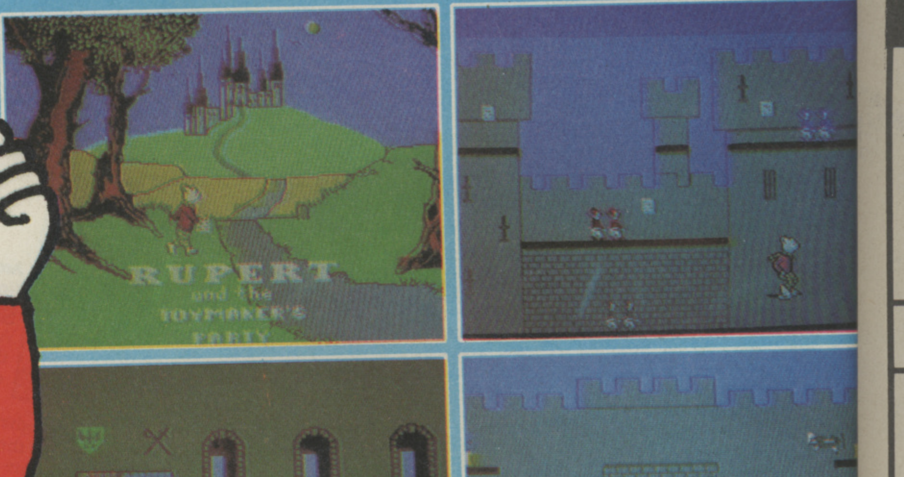

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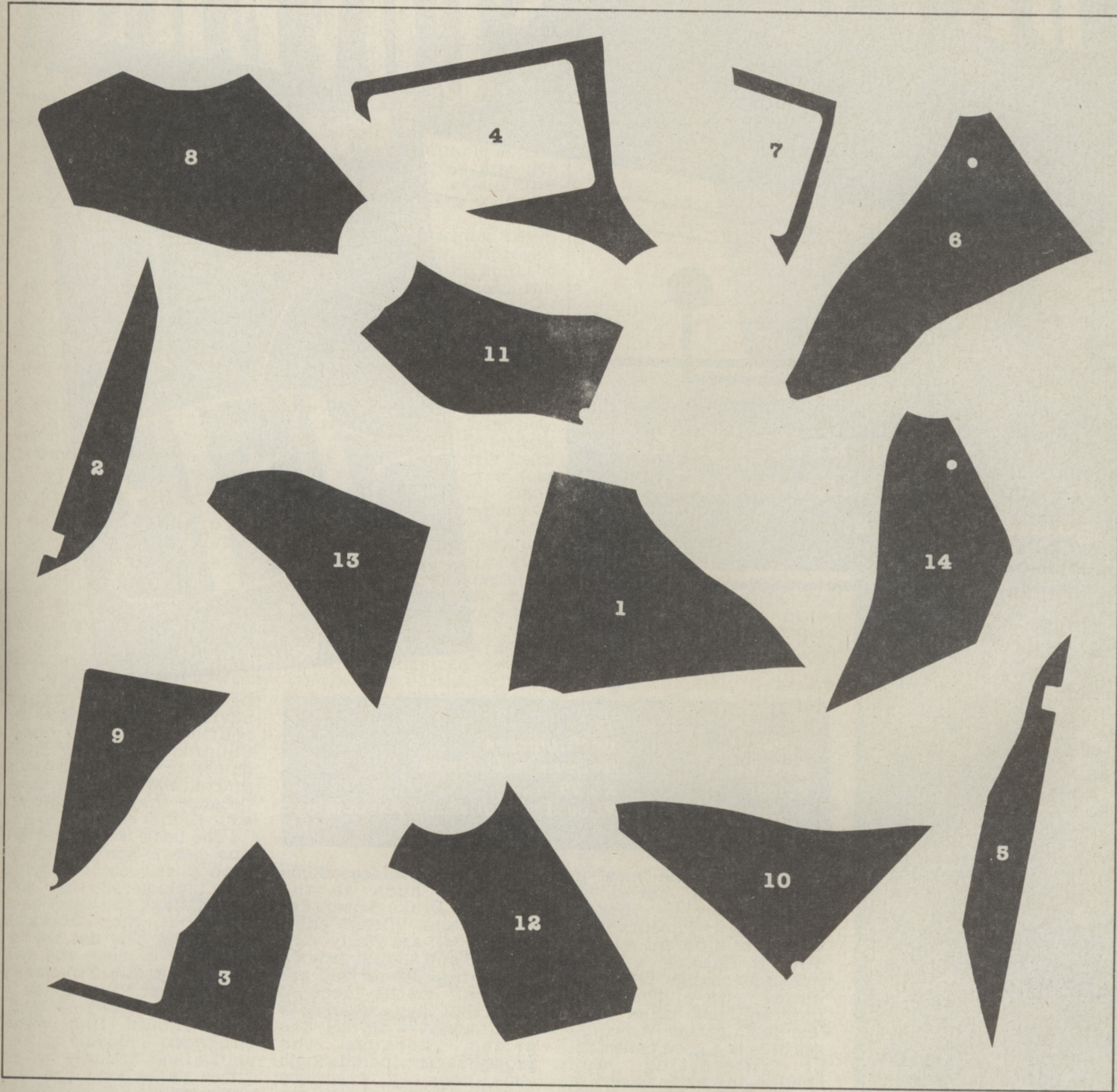

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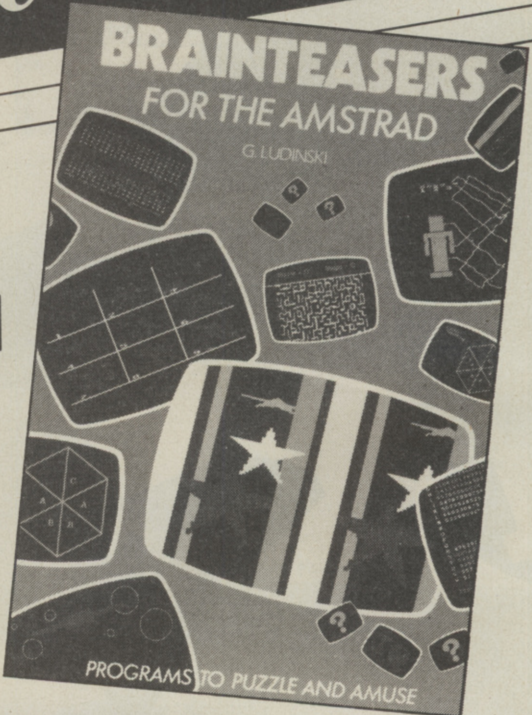


Jane Naylor presents her selection of this month's games books.

Title:	**Brainteasers**
Author:	**Genevieve Ludinski**
Price:	**£5.95**
Publisher:	**Phoenix Publishing Associates**

This book is the latest in the popular series of Brainteaser books published by Phoenix for a variety of different micros, and it makes a very welcome change from the usual run-of-the mill program book full of shoot 'em down games. What you get here is a good collection of interesting and challenging brainteasers of varying difficulty, that will let you pit your wits against your computer.

There are nearly thirty puzzles here, and as several of them contain a number of puzzles within themselves you actually get very good value for money. The first one, Hexagon Puzzle for example, contains eleven puzzles. The collection is a varied one. You will recognise several old favourites here, such as "A-Mazeing", "Odd One Out" and "Word Search", while you will also meet a lot of interesting new ideas. Some of these, such as the "Francis Drake Adventure Game" and "Don't paint the Cat" (!) are really very original and should provide lots of fun. Those who are good at maths needn't think that they are going to walk away with all the prizes, because the programs also include logic tests, memory exercises and observation challenges — all cunningly disguised in scenarios such as a Wild West saloon bar, the landing of a flying saucer or the scene of a bloody murder. They range in difficulty from the very simple, which are suitable for quite young children, to some quite ambitious ones, which would easily flex an adult's brain muscles.

In addition, there are some useful hints that the author has provided with each program, as she shows you how to make it harder if you want to and provides some handy advice and tips about the routines she has used. Children will enjoy these games for their fun value and adults will like them because they also have an educational element.

The book is well laid out and has a screen shot of each puzzle accompanying the listings so that you know what to expect as a result of your laborious keying-in. The dot matrix printout is clear and has not been reduced in size as some other books do, so it is nice and easy to read. You should find these programs a doddle to key in, as most are only two or three pages long and the instructions are very lucid. The only quibble I would make is that one or two typos have crept in from time to time, which could have been avoided.

This book should appeal to many people. It is one of the better games books on the market — well produced and containing some very good programs. If you want something that's a bit different and more original than most books this one should keep you and your family cudgelling their brains right through the holidays.

BOOKS

Title: How to write Amstrad CPC 464 games programs
Author: W. Simister
Price: £2.50
Publisher: Bernard Babani (publishing) Ltd.

If you have had an Amstrad for a few months and are looking for some ideas on creative programming now that you have taken your first tentative steps in BASIC, you might find **How to write Amstrad CPC 464 games programs** worth looking at.

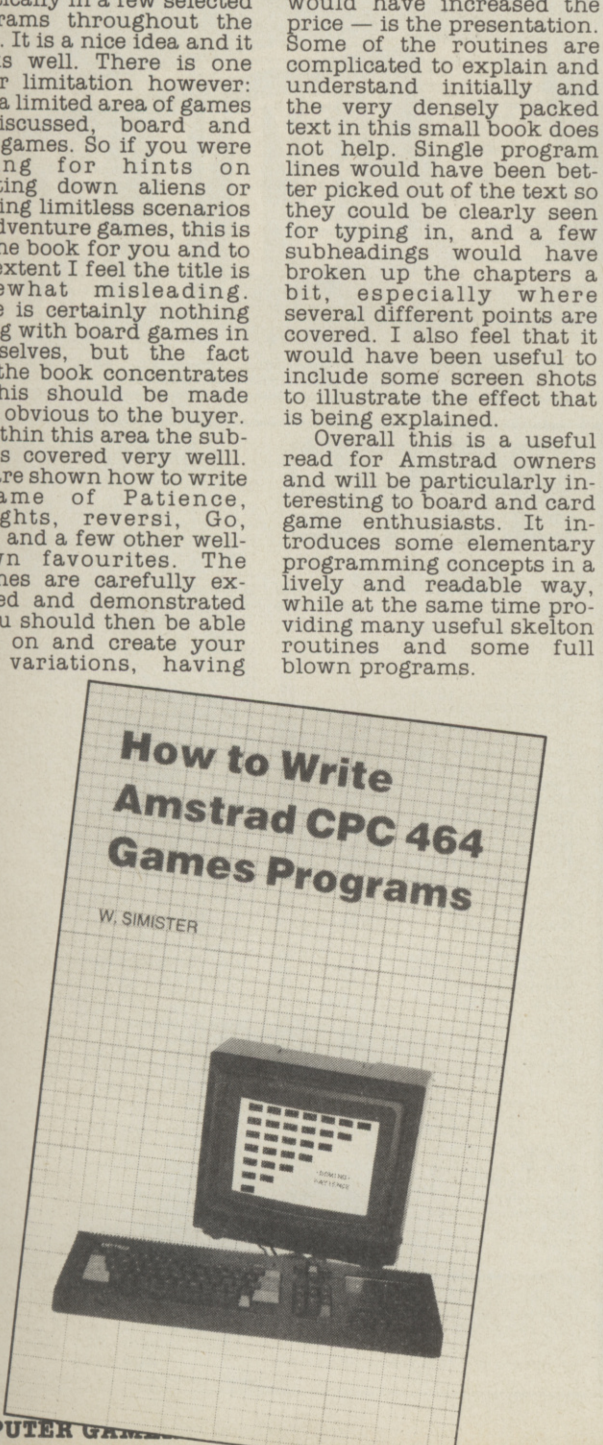
The author aims to teach beginners some of the fundamental tricks and routines of games programming, while at the same time demonstrating them practically in a few selected programs throughout the book. It is a nice idea and it works well. There is one major limitation however: only a limited area of games is discussed, board and card games. So if you were hoping for hints on shooting down aliens or creating limitless scenarios for adventure games, this is not the book for you and to this extent I feel the title is somewhat misleading. There is certainly nothing wrong with board games in themselves, but the fact that the book concentrates on this should be made more obvious to the buyer.

Within this area the subject is covered very welll. You are shown how to write a game of Patience, draughts, reversi, Go, chess and a few other well-known favourites. The routines are carefully explained and demonstrated so you should then be able to go on and create your own variations, having mastered such intricacies as creating UDGs, LOCATE-ing text on the screen at certain positions, selecting colours and simulating the throwing of a dice.

Seven games programs are included in the book, each of a reasonable length for typing in, so you get pretty good value for money packed into these 134 pages.

One aspect which I feel could have been improved upon — though no doubt it would have increased the price — is the presentation. Some of the routines are complicated to explain and understand initially and the very densely packed text in this small book does not help. Single program lines would have been better picked out of the text so they could be clearly seen for typing in, and a few subheadings would have broken up the chapters a bit, especially where several different points are covered. I also feel that it would have been useful to include some screen shots to illustrate the effect that is being explained.

Overall this is a useful read for Amstrad owners and will be particularly interesting to board and card game enthusiasts. It introduces some elementary programming concepts in a lively and readable way, while at the same time providing many useful skelton routines and some full blown programs.



GAMES FOR YOUR MSX COMPUTER

Title: Games for your MSX computer
Author: Graham Carter
Price: £2.99
Publisher: Virgin Books

There are still only a few games books around for the MSX range compared to the number available for owners of many other micros, and of those that do exist too few could be classed as really good.

Unfortunately, this book from Virgin does nothing to change the status quo. It is a collection of 23 games in the standard format of a very brief introduction to each game, followed simply by the listing and some pretty pictures.

The games themselves are a hoary old collection that almost everyone must have seen before by now, such as Hangman, Calendar, Nim, Noughts and Crosses and so on. There are a few graphics programs which play about with the MSX graphics capabilities a bit, but on the whole this is a very tired selection.

On the plus side, the book is nicely produced, with clear listings, an attractive layout and some appealing illustrations. However, some screen shots would have been more useful than the pretty sketches which are purely decorative, and some more original games would have been better still. It is a pity that the publishers did not put as much thought into the content as they did into the wrapping.

The amount of padding here is quite shameless; out of 124 pages the programs take up only 73 and that is including plenty of illustrations. The rest of the book is taken up with a five page section on how to write better programs (which could actually have been fuller and more useful); a 14 page glossary, and a bibliography describing a seemingly random selection of books that have little connection with either MSX or games programming for example. Apple II BASIC!). It's a pity that not more of the space was used to supply hints on aspects such as varying or improving the games, or explaining useful routines and how they work.

The listings are short and simple — on average between one and three pages — so they would be suitable for a complete beginner to key in without too many problems, and the instructions, although bare, are adequate.

If you have just bought an MSX machine, are a complete beginner and just want to make your micro do something, then you might feel this book was worth its £2.99. But there are better buys around and I would advise you to spend your money more wisely.

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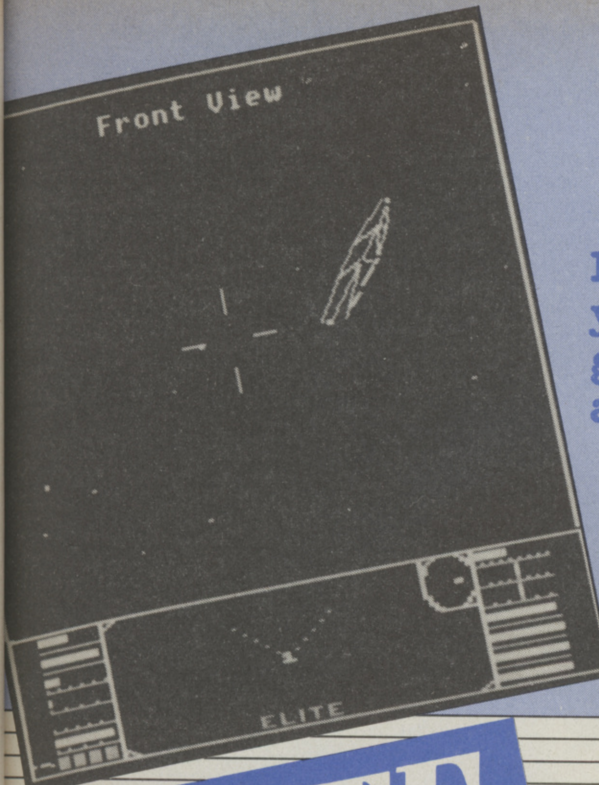
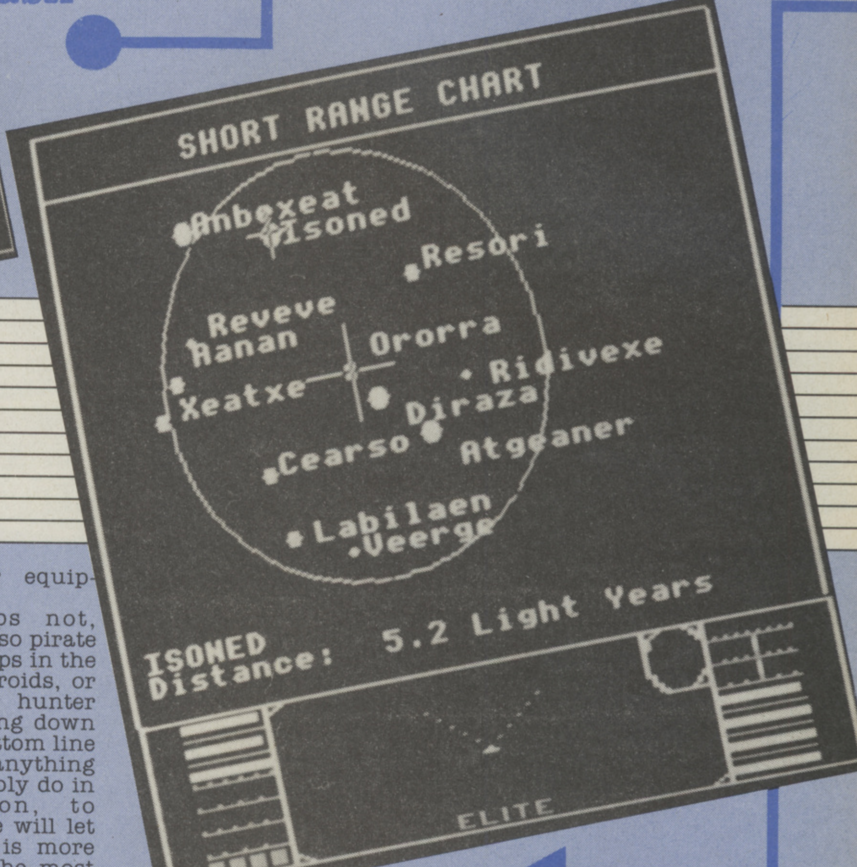
Mike Roberts tells you everything you've ever wanted to know about galactic trading, but were afraid to ask



ELITE



Elite has been called the program of the century, indeed, if not the program of the century, then it has had at least the most impact of any computer game up to the present time.

Indeed the whole concept of the game was so large that it was probably that small detail that prevented it being done before, that and the phenominal speed that the BBC Micro was capable of processing at.

The lucky ones amongst us with Acorns and Commodores have almost certainly got a copy of the game. The market penetration of it was exceedingly high reaching as many as half of all Acorn computer users and looks set to do the same on the Commodore 64. Soon there will be a version for Spectrum, Amstrad, Einstein and MSX Computers.

Starting Off

Broadly speaking Elite is a trading/simulation game with full three dimensional real-time combat. The aim of the game is to travel between planets (or perhaps not...), buying (or perhaps not...) various goods and materials, and selling them at a different planet for a higher price. Doing this earns money with which you can buy more and better equipment.

I say perhaps not, because you can also pirate goods off other ships in the area, or mine asteroids, or become a bounty hunter and live by shooting down pirates. But the bottom line is that you can be anything that you can possibly do in any combination, to whatever the game will let you do — which is more than enough for the most people.

In the Elite universe there are eight galaxies. Travel between these is enabled by buying a galactic hyperspace (very expensive!). Each galaxy has around 250 star systems in it, and each star system has a single planet orbiting it.

The second aim of the game (apart from earning as much money as possible) is to get status up to the rank of Elite. You start off as 'Harmless', and progress through Mostly Harmless to Poor, Average, Competent, Dangerous, Deadly, and finally the ultimate achievement — Elite.

It is very difficult to become Elite and generally takes many months of continued play. Your rating is raised by shooting down enemy spacecraft. It can also be raised by completing a mission. Missions are offered to you occasionally by the space navy. Such as destroying a valuable prototype of spaceship that has been stolen and is being used against its maker. If you complete them then there is usually a big fat bonus in the form of status, money, and equipment.

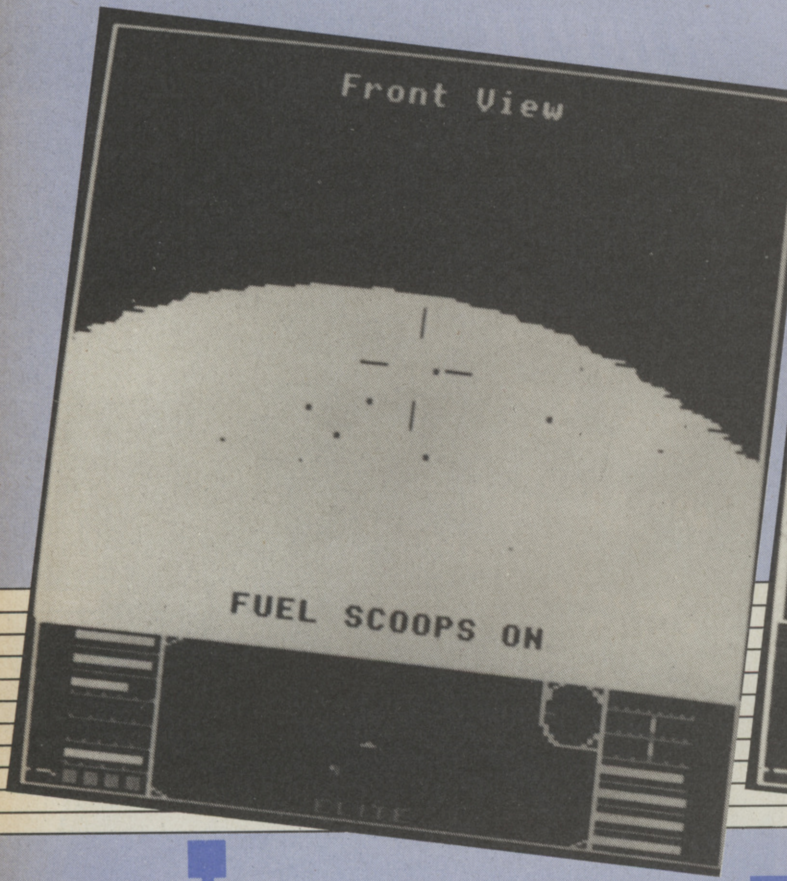
When you trade there are certain items that are regarded as illegal such as slaves, narcotics, and firearms. Running these can produce big profits, or big losses (as in the case of the generally law abiding galaxy two). Be warned though, if you do any of this, or if you are involved in too much piracy then your legal status starts to change. It starts off as clean, goes through offender, and ends up as fugative. The problem with having a criminal record such as this is that police ships tend to attack you. Knocking them out does nothing for your reputation with the forces of law and order though.

Your record changes though when you eject or when you go far enough or long enough away for them not to recognise you.

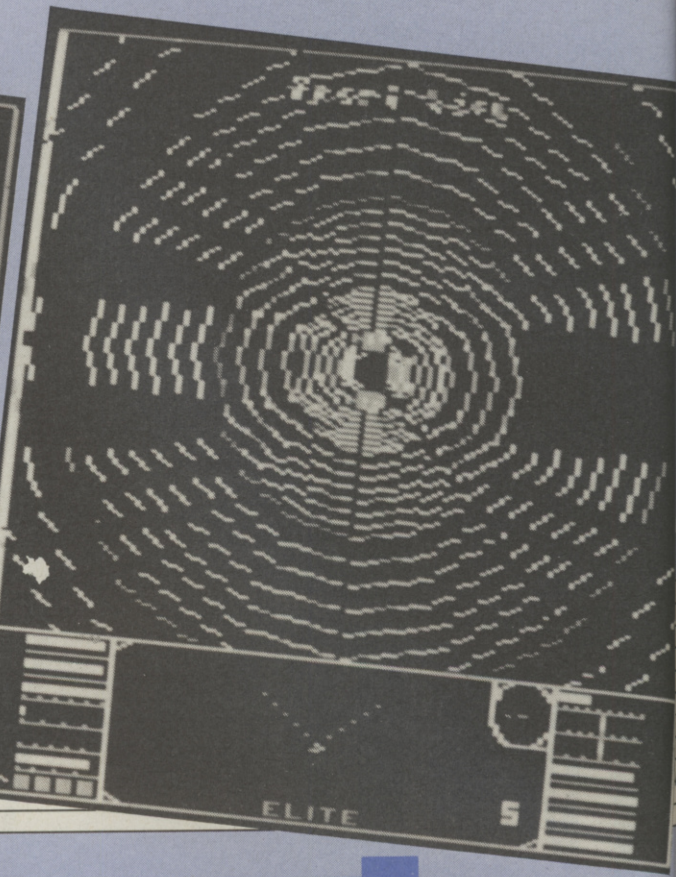
The Hardware

Equipment available for the ship is varied, though sometimes only some of it is available as that planet doesn't have the necessarily high technology to produce it. Also the BBC and Electron tape versions of the game don't have certain items of equipment available to the spacefarer, these are indicated by an asterisk (*).

Weaponry consists of a missile rack, initially with three missiles but capable of holding four. They cost 30cr each and are not really commercially viable for the serious bounty hunter as


Front View

FUEL SCOOPS ON



you cannot expect to get more than 15cr — 20cr for a kill. Not enough to cover the cost of the ammo, but as they are homing, they have a lot of use when the odds start to get bad, or it you are having trouble against a large number of foes and you want to wipe them all out at a reasonable cost rather than using an energy bomb at 900cr, very uneconomic, though you can wipe out 15 ships at a time with one.

Lasers come next and are available in three offensive sizes and one civilian type. The offensive lasers are pulse (what the ship is initially equipped with), beam (much better but not a patch on...), military (*) (which zap everything in a matter of moments). The three types of laser differ in their pricing, their firing rate, and their energy usage. Often I have found myself blowing up, because over-usage of my militarys used up all my energy and my shields disappeared.

The fourth type of laser is the mining laser. This has some offensive capability, but only if your target is kind enough to stay still for a few minutes!

Mining lasers (*) are designed to be used against asteroids. They fire very slowly and cause the rock to crumble rather than explode, you can then collect one ton of minerals with a fuel scoop if fitted. Destroying an asteroid by any means results a reward of 0.5cr for clearing the space lanes.

Lasers can be mounted at the front (default), back, left, or right. Never put them on the sides. They are impossible to sight, and you will run into a planet by the time that you have sighted them up.

On the front you want beams or militarys if you can watch your energy gauge. On the rear you want mining lasers if you want to do some mining as a side line, (don't, there are much better ways to make more money), if mining lasers are on the rear you can line up with an asteroid so that it is on a collision course with you, then hop up over it and zap it with your rear guns. You can then loop around to pick it up.

When you replace a laser it is also worth noting that there is an automatic 'part exchange' on your old gun. Though you have to have the original purchase price.

Having a gun on the rear really has no use at all unless it is for mining (see above), however when you buy the gun you get the sighting system. With this you can aim missiles backwards — very useful to discourage enemies tailing you.

The most useful items to get when trading, however, are extra energy units, and an extra cargo bay. The extra bay ensures that you always are running at full capacity, once you have a few thousand and you are buying goods with a 30% mark-up and 20cr — 30cr profit then you want to carry as much as is possible per trip.

Extra energy units allow your shields to build back up again quickly, this helps in the midst of battle, and allows you to last longer under fire.

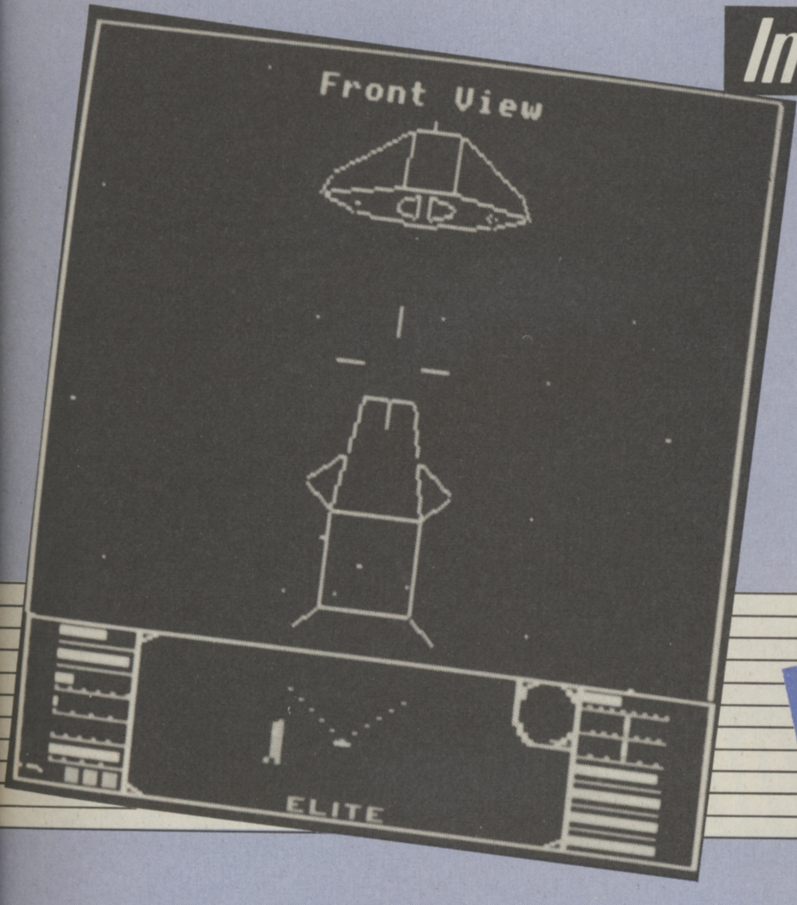
For mining, piracy, and economics you need a fuel scoop. The titles of this piece of equipment is rather misleading, not only can you replenish you dwindled fuel supply from the nearest sun (*), but you can also pick up pirated cargo and bits from a mined asteroid. A high priority piece of equipment for serious zapping

Escape capsules are a bit unnecessary in my books, in the time it takes you to hit the eject button you could have zapped whatever enemy was attacking you. Also the energy bomb at a more affordable 900cr performs a similar function (ie. not getting you killed) and you score the other ships, ie. they count towards your rating — though not as highly as if yoy shot them all down. The escape pod comes complete with an insurance policy to cover the cost of a new ship. However, it doesn't cover the cost of the cargo, so you've lost that.

ECM units are necessary for serious piracy as so many of the bigger freighters have a lot of missiles to fire at you.

Finally there is the docking computer, definitely a must if you are a bit wobbly at docking. Can also be used as a compass to find out where the planet is when you are a long way away (like behind the sun) (*). It is a shame that the Acorn tape versions are not as good, ie. you press 'C' and you just appear in the space station, with the disk versions you are actually flown there — although they do get you to the space station.

Also there is the galactic hyperspace, this will zap you from one galaxy to the next, and will then burn out, very expensive job to fix, that is John....burned out galactic hyperspace like that would set you



ELITE

back around 5000cr — and that's before labour.

Combat

There is very little to say about combat in the early stages of the game, just shoot at everything that moves, or looks like it may move. If you shoot them in the tailpilpes they are much more likely to go up faster.

On later levels when you find yourself accosted by four or five bandits then it is a good idea to target a missle at the furthest enemy, and then attack the second one. This is because the first one will be too near. If any problems develop then loose off the missile. It will usually have an effect like a local energy bomb due to the close proximity of the pirates.

During heavy bouts of combat it is worthwhile watching your guns. Military lasers are so powerful that nothing can stand in your way, however, to the inexperienced combater who will fire at anything, whether he is going to hit it or not then it is another matter. The military lasers chew so much out of your energy banks, that before you know it you can be blown up due to your lack of shields!

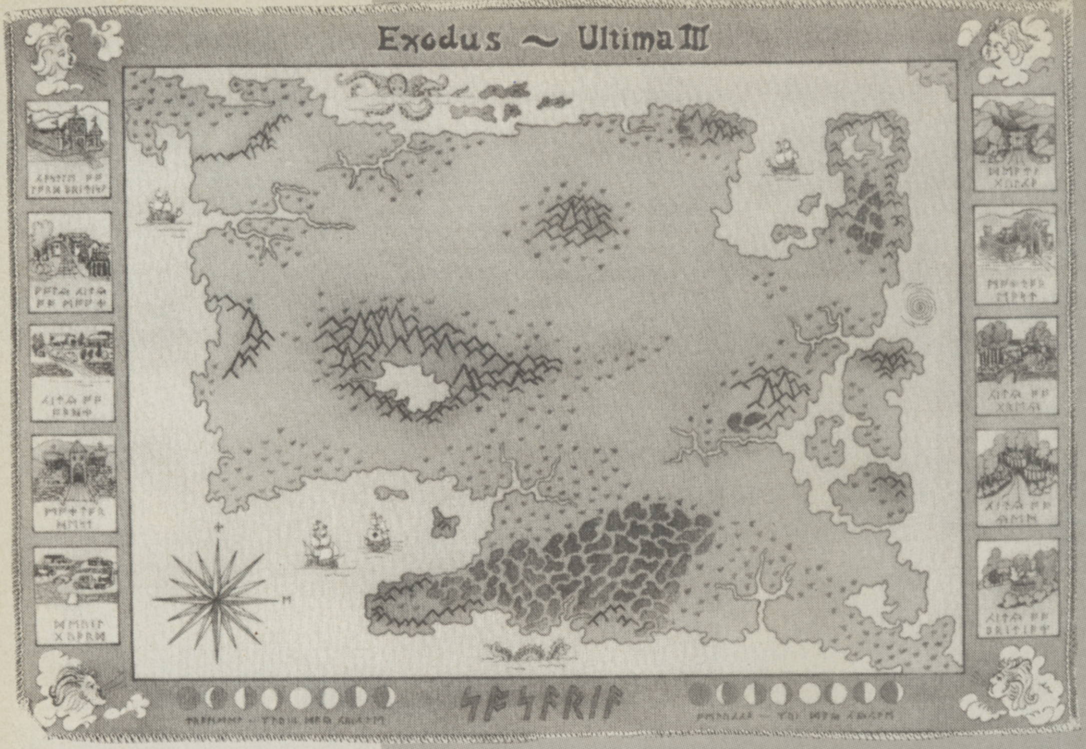
Trading for the novice import/exporter

When you start off your life in Elite you must remember that you are one of the worst armed ships in the universe. Pulse lasers will only knock out a target after a long drawn out battle with a single ship. So you must lay off the piracy and smuggling for the moment. Bounty hunting is OK as long as you have got a good clear shot at the jet pipes of the enemy ships and you are quite close. Even pulse lasers will knock out a target within a reasonable amount of time if you are close and hit the jet pipes. All types of guns are more effective at shorter ranges, and hitting the jet pipes makes them explode faster.

To start with with you will be trading in very mundane things making very little money as even a 50% profit is only 50cr at this stage in the game due to the small amount of capital that you have to start with.

Your main aim at this poinmt is to find a milk run. That is two planets within range of each other that will pay through the nose for a product in large quantity on the other. Two such planets as these are Arexe and Reesdice. One is a rich industrial planet and the other is a rich agricultural planet. You can buy computers from the industrial at 60cr and sell them for 100cr — a profit of 40cr a ton, with a large cargo bay (essential) you can carry 35 tons of the stuff and make a profit in real terms of 1400cr on a one way trip assuming no trouble en route and refuelling in the sun. The way back is good to you, you can buy booze at 20cr a ton from the agro planet and flog it to the industrialists at 35cr a ton making a more modest (though not to be sneezed at) 525cr a trip. With this you are making more than 2000cr per round trip! More than enough to fully equip your ship.

With a fully equipped ship the sky's the limit. Good luck over the next few months — you'll need it!



The map contains the secret of the moon gates.

EXODUS ULTIMA III

The UK version of the excellent ULTIMA III was missing some vital material. Gordon Hamlett fills in the gaps and provides some hints and tips to get you started.

Anyone who has just forked out twenty quid for a copy of Exodus, is probably thinking that they have just bought the most expensive frisbee ever. Not only is the game extremely user-hostile to start off with, but US Gold, in their infinite wisdom, have seen fit to leave out two of the three instruction books, without which it is totally impossible to play the game. But fear not! Gamer is here to the rescue. Here are details of how to get started, how to use magic (and what the spells actually mean) together with a few hints and tips on playing the game itself.

Getting Started

The first thing to notice is that your disk is double sided. Load in side one (the side of the disk without seams) and when the word Exodus appears, press "C" and follow the on-screen instructions to make a copy of side 2. This is the only time you will ever use side 2 of your program disk. Label the copy that you have just made "Scenario disk". You can now load in the main program which will in turn prompt you when you have to insert the scenario disk. After loading, leave the scenario disk in the drive as it will be accessed throughout the game.

If you are loading in a partially completed game, there are a couple of points to bear in mind. If your party is alive and kicking, it is safe to go straight into the game. If however your last party was killed off, you **must** select the "Organise a party" option and disperse your old party. You can then create your new party and proceed as normal. It is one of the annoying quirks of the game that once a game finishes, you cannot restart but have to reboot the disk.

Magic

There are two types of magical spells in Exodus. Clerical spells are on the whole defensive in nature such as curing wounds whilst wizard spells tend to be offensive in nature eg Lightning bolt. Note that two character types — the druid and ranger — can use both types of magic. There are sixteen spells of each type, each of which costs a different amount of magical points to cast.

The spells are listed by name on the player reference card but this is not a great deal of use when you don't actually know what the names mean and you go round casting them willy-nilly. You end up with the feeling that you are helping the enemy more than yourself. So here, exclusively in Gamer, is a list of the spells together with their function.

Clerical Spells

Spell A: Pontori: Cost 0 Points
This allows a player to attempt to dispel undead creatures — ghouls, zombies and skeletons. Very useful if it works as it wipes out most of your opponents at a cost of no damage to the party and no magical points.

Spell B: Appar Unem: Cost 5 Points
Lets you open a chest with no risk of damage from a trap.

Spell C: Sanctu: Cost 10 Points
This is a cure light wounds spell. You are prompted for the number of the player you wish to heal.

Spell D: Luminae: Cost 15 Points
A spell which creates a sphere of light round the party. Beware though, it does not last very long.

Spell E: Rec Su: Cost 20 Points
Causes the party to go up a level in a dungeon eg from level 3 to level 2.

Spell F: Rec Du: Cost 25 points
As above but go down a level.

Spell G: Lib Rec: Cost 30 Points
This spell causes a random teleporting **within** a dungeon ie does not work on the surface.

Spell H: Alcort: Cost 35 Points
A boon for all those who have been at the wrong end of a Man-O-War, this spell allows a poisoned player to be healed.

Spell I: Sequitu: Cost 40 Points
Just the thing to use when you are close to disaster stuck in the bowels of a dungeon, this spell will transport the party to the surface of Sosaria.

Spell J: Sominae: Cost 45 Points
Another light spell but lasting for a much longer time.

Spell K: Sanctu Mani: Cost 50 Points
Your first miracle — restoring to life a colleague who has just been killed.

Spell L: Vieda: Cost 55 Points
This spell causes a map of your surroundings to be displayed. Useful for when lost.

Spell M: Excuun: Cost 60 Points
This allows you to destroy one evil being. You must

however be in direct line of fire.

Spell N: Surmandum: Cost 65 Points
The power to attempt a resurrection on a dead colleague. Note that if the spell fails, your colleague's body will be turned into ashes.

Spell O: Zxkuqyb: Cost 70 Points
This spell's name derives from the seven words of anti-creation and when invoked, releases the fury of Truth on the world. Its effect is to cause a mass destruction of evil.

Spell P: Anju Sermani: Cost 75 Points
This will restore to life, the ashes of a dead colleague, but it will also cause a permanent reduction of five wisdom points.

Wizard Spells

Spell A: Repond: Cost 0 Points
This allows the mage to attempt to dispel goblins, trolls and orcs.

Spell B: Mittar: Cost 5 Points
A spell used frequently in combat situations, mittar lets you cast a lightning bolt in a specified direction. You must be in direct line with your opponent.

Spell C: Lorum: Cost 10 Points
Similar to the cleric's luminae spell, lorum produces light for a short duration.

Spell D: Dor Acron: Cost 15 Points
Transports the party down a dungeon level.

Spell E: Sur Acron: Cost 20 Points
Transports the party up a dungeon level.

Spell F: Fulgar: Cost 25 Points
Hurls a fireball in a specified direction. Kills most men and causes great damage to large monsters.

Spell G: Dag Acron: Cost 30 Points
This spell will teleport a party randomly, but only on the Sosarian surface.

Spell H: Mentar: Cost 35 Points
A mind destroying spell whose efficacy depends on your own intelligence.

Spell I: Dag Lorum: Cost 40 Points
A long-lasting light spell.

Spell J: Fal Divi: Cost 45 Points
This spell allows you access to any of the cleric spells. It does however have a high failure rate.

Spell K: Noxum: Cost 50 Points
A multipronged fireball attack.

Spell L: Decorp: Cost 55 Points
This lets you put a deathwish on an enemy in direct line of fire.

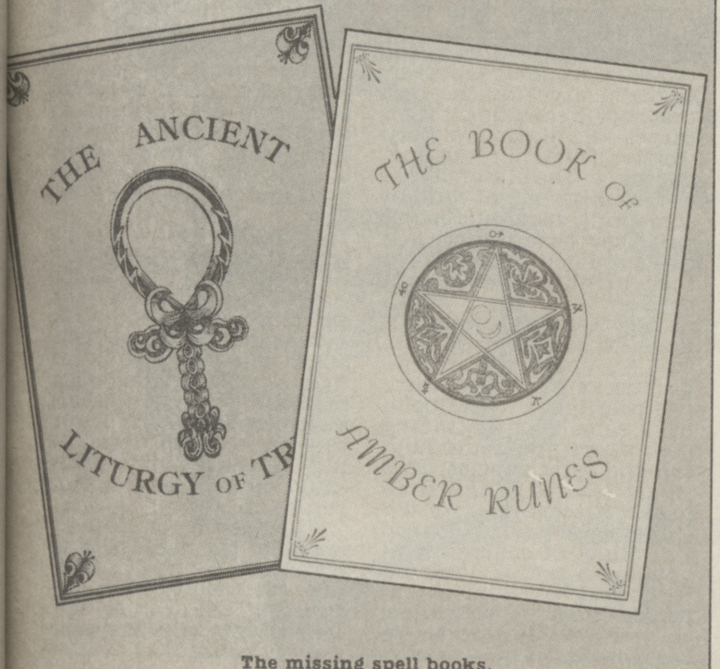
Spell M: Althair: Cost 60 Points
A spell which slows time for the whole party allowing it to sneak past an opponent. Compare this with the thief's negate time command.

Spell N: Dag Menthar: Cost 65 Points
As with the mentar spell but a multipronged attack.

Spell O: Necorp: Cost 70 Points
As with the decorp spell but a multipronged attack.

Spell P: (No Name): Cost 75 Points
A mass destruction of evil spell.

Remember: There is no guarantee that a spell **will** work.


THE ANCIENT LITURGY OF TR
THE BOOK OF AMBER RUNES

The missing spell books.

Exodus Ultima III was reviewed in depth in 2nd transmission of Gamer.

Hints and Tips

Selecting Your Party
The great temptation is to pick four bits and pieces characters ie people who can all do a bit of magic. I think this is a mistake and that you need at least one player with full magical powers. The sort of set up I go for is something like a ranger, a paladin, a wizard and A. N. Other. I have never had much success with thieves (I lost an entire party poisoned due to an inefficient thief opening a chest). Because of this, the ranger should have enough magical points (5) to cast the appar unem spell. I use the paladin to cure wounds (wisdom =20+) and the fourth character should also have some clerical ability. The situation is fluid though and you will soon find that some characters seem to work better for you than others.

The Order of the party
Nothing unusual here. Have your two best fighters at the front. The two characters at the back should either be able to use spells such as mittar or be able to use either a bow or a sling. All of these can be fired over any range. NB. You can fire missiles and spells **through** your colleagues!!

Combat
Cast any spells or fire missiles whilst the enemy are still some distance away. Always try a repond or pontori spell against suitable opponents. When advancing to meet an opponent, be careful when there is only one square of terrain between you and him.

Don't use your turn to move to meet him, as this gives him a free hit at you. Let him come to you. Organise your party so that all characters have a chance to aim a blow. Don't get caught in the crossfire of several opponents — remember, they can attack along diagonals and you can't.

Every player who can use one, should be equipped with a sling or bow as an alternative weapon. The reason for this is that should you have to battle against sea monsters, they cannot come on to land so you can stay your distance and pick them off (apart from them using magic and poison that is).

Buying information
When you are in a pub, you get different tit-bit of information for every multiple of 10 gold pieces that you spend, ie 10, 20, 30 gold pieces, and no, I am not going to save you your hard earned pennies by telling you what the rumours are.

Going up levels
When your character gains 100 experience points, you will notice that your level on screen increases. To gain the benefit of this, go and talk to Lord British.

Other Commands
Apart from the examples given in the instruction book, two other commands that the program understands are "bribe" and "serve". There are more.

Buying equipment
There is only one place that I have found so far that sells torches etc and I am not putting down in black and white, where it is. Torches are required for dungeon exploration. Keys are very useful and allow access through any locked door. This has led me so far to a ship, the oracle and a torture chamber.

Finally, should you wish to pause a game in the middle of it eg. to answer the telephone, try using any command that requires a further input. I use Z (for status) in non-combat situations, and an "aimed" spell in the middle of a battle.

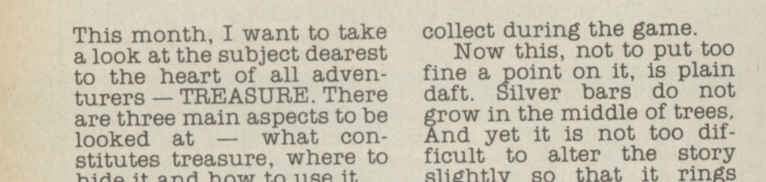
Dungeon Dressing

Finding treasure is every adventurers dream. Gordon Hamlett shows you how to make your players fight for it.

This month, I want to take a look at the subject dearest to the heart of all adventurers — TREASURE. There are three main aspects to be looked at — what constitutes treasure, where to hide it and how to use it.

One commercially produced adventure contained the following scenario. Having found an axe en route, you take a stroll through the local forest. There you find a tree (surprise, surprise) which you proceed to chop down. Inside, there is a silver bar, one of the thirteen treasures that you have to collect during the game.

Now this, not to put too fine a point on it, is plain daft. Silver bars do not grow in the middle of trees. And yet it is not too difficult to alter the story slightly so that it rings true. As you wander through the forest, you come across a large blackened oak tree that has been struck by lightning (note here that you have made the tree sufficiently different for you to be able to draw attention to it, rather than just any old tree). On examining the tree, you notice a small hole half way up. Climbing the tree and examining the hole allows you to get your bag of silver.



This leads to the first major point. Treasure is normally kept hidden. Imagine what you would do if you owned a valuable magical artefact. When not in use, you certainly wouldn't leave it in the middle of your room for any Tom, Dick or Harry to steal. Possible storage places might include a heavily locked chest, a booby-trapped chest, behind a secret panel or hidden under an invisibility spell.

One of our main problems you will meet when placing treasure in your adventure is the nature of the treasure. Whilst it is easy for the programmer to have a single item of treasure waiting to be picked up, a moment's thought will show that this would not actually be the case. If you overcome a pair of trolls, their horde would not consist of just one large ruby. There would be piles of copper coins with the occasional silver pieces. There would be armour and weapons from conquered foes. Huge amounts of food, probably rotton. The furs that they are wearing will be worth a few bob. That tapestry would have been splendid save for the fact that they were using it for a carpet and it is now only worth a fraction of its normal price. The pile of debris in the corner might contain something very interesting that they have missed (for trolls are not renowned for their intelligence) and so it goes on.

Now it would be very difficult to program all that and so, obviously, a compromise must be reached. one possibility would be to have some sort of trading post where you could buy, sell and bank articles. This would lead to a nice little haggling scenario with the storekeeper trying to rob you blind. Of course if you bought an article, it would be at least 50% more expensive than you sold it for, so you would have to be very careful exactly what you get rid of. All of this could be worked into the plot by saying that you needed to acquire sufficient funds to buy a particular spell which enables you to complete the next part of the adventure. Another nice twist would be that once you have overcome the trolls, you will hve considerable trouble collecting your ill-gotten gains. There is obviously too much for you to carry at once and now that the trolls are out of the way, the other denizens of the dungeon will soon be out looking for easy pickings. How will you guard the rest of the goodies? Perhaps you can block the door or you have a magical bag which enable you to carry extra weight.

Remember that different monsters will be attracted to different types of treasure. Intelligent creatures will have a reasonable sense of value. Some monsters collect shiny objects regardless of worth, whilst others are only interested in scavenging for food tend to ignore items of use to an adventurer. Treasure left on its own should be difficult to obtain eg a gold nugget embedded in the wall of a mineshaft which is about to collapse.

Treasure doesn't have to be something of value such as gold, silver or jewels. A potion or magical item is likely to be of more immediate use to a player, and also generate much more thought. Your first reaction on getting a bag of silver is ‘oh, its a treasure — lets dump it as soon as possible either in the designated receptacle or in the first location in a maze''. Its a safe bet that the silver won't play any further part in the game. If you find an ornately carved staff, you are reluctant to drop it as you know that at some stage, you are going to have to find out what it does and where best to do it.

Consider then giving your treasure a secondary function with the game. Gold is a soft metal and could be melted and poured into a mould to make a key. Silver could be used in the fight against werewolves. A diamond can cut through anything. An orb could become a crystal ball, a highly polished buckle could be used as a mirror and so on.

The search for treasure is one of the main plots in adventure games. By making its acquisition interesting and exciting, you are half way to getting your players hooked.

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PBM NEWS

International Play by mail games, while being attractive for their novelty and challenge of having allies in the otherside of the world have always suffered from the logistical problems of having some players 3 miles from the GM and others up to 3000 miles away. Not to mention the problems of foreign players paying for their turns with fluctuating exchange rates.

These problems left most overseas gamers feeling as if they were getting a bad deal.

Thankfully, Scaremento based C-Mind Enterprises actively encourage overseas players by biasing their game, First Light, in their favour.

Chris Carrier, the game's GM, as devised a system by which UK players can move there tribes three times as far and produce three times the goods as players in California. This is because Californian players can get three times as many orders through the respective postal services as UK players.

The problems of payment are helped by the introduction of a fixed exchange rate of 1.3333 dollars to a £1 which will remain static until it gets too unrealistic.

The game itself is run on an Atari 800 in which each player controls a tribe of primitives at the dawn of civilisation. During the game you must decide whether your tribe will progress through technology or military might. Either way you will battle against other players and the planets hostile elements.

More about this and other PBM games in further PBM updates as the various Gamer tribes progress further in their struggles.

If you can't wait to take up the challenge of First Light then you can contact Chris Carrier at C-Mind Enterprises, 1215 P ST £12. Sacremento, California 95814.

PBM UPDATE

MUD

MUD is an acronym for Multi User Dungeon. It is, in effect, an adventure game — but one that can be played by a large number of people simultaneously.

The actual heart of the game — the database and the compiler — resides on a mini computer. Players use their micros to contact the mini via modems, and can then type in orders for their characters just as if they were playing an ordinary adventure. In fact, if you are alone in the Land of Mud, that's just what it seems like — an ordinary adventure. It's only when more than one person is playing that the Land really comes alive.

If two players have characters in the same location within the Land, they can interact. They can talk, fight, steal from each other — even kiss each other. It doesn't matter how far apart they may be in real life — so a player in Aberdeen can be adventuring with a player in London, or Colchester — or America.

In Mud, players take the role of characters within a fantasy world, where magic works, and there really are things like Dragons and dwarves.

The game is open ended — there is no goal to achieve, no defined end to the game. Like in the role of playing game Dungeons and Dragons, which to an extent inspired it, MUD has a system of levels — players start at the bottom and work their way up through the ranks by amassing points. Points are gained by performing simple actions, like making the bed or giving the beggar a coin, by fighting monsters or other players, and by collecting treasure. Quite what will get you points is often a mystery — finding out is the challenge. For example, the umbrella or the parasol are for keeping the rain off, right? But you can also use them as parachutes, so you can jump off things.

The ultimate rank is Wizard or Witch — MUD is a very non-sexist game. Over the past four years, more than 50 players have reached the coveted ranks of the elect — but that dosen't mean an end to the game. Once a player becomes a Wizard or Witch — or Wiz, in MUDspeke, the language of the game — he or she gains immense powers which can then be used to pester mortals and generally spice up the Land. But while a Wiz might tease a poor hero unmercifully, there is an unwritten code of conduct which requires some sort of recompense to be made — usually by rewarding the miffed mortal with some treasure or useful information.

MUD, as it ran at Essex, actually consisted of three separate databases — the original game, and two 'mini-MUDs', written by different people. The two other games are called Valley and Rock — both have a rather different atmosphere to the original.

MUD was written about four years ago, by two computer science students at the University of Essex Colchester, Richard Bartle and Roy Trubshaw.

The game slowly attracted a cult following, both within the University and amongst the small, but growing, modem owning community outside. Finally, last year, Century Communications acquired the marketing rights for the game.

Since then, Century Communications' Senior Editor, Simon Dally, has left the company and set up a new firm just to market MUD and other multi user games. This company is called Multi User Entertainment — MUSE for short. Richard Bartle and Roy Trubshaw are both directors. At present, a version of the original MUD is running on Compunet, the Commodore networking system, a deal arranged by Century before the creation of MUSE. But the big news is that British Telecom has licensed a new version of the game, MUD 2, which will be launched at the PCN Show. With the support of an organisation like BT behind it, MUD does indeed look like being at, in Simon Dally's words, "something truly enormous."

The first task facing MUSE was the creation of MUD 2. Richard and Roy began at the very bottom. They wrote a language which was designed specifically for the task of writing an adventure game.

That language, MUDDLE — which stands for Multi user Dungeon Design LanguagE — is now finished. "All we have to do now," says Richard, "is write the scenario."

Roy, however, objects to the word 'scenario'. To him, it implies something limited, with a set and finite end point. "I've never thought of the game as having a particular object to achieve," he claims.

"We provide the environment," adds Richard, "you provide the play."

The core of the new game is to be the old one, the version running at Essex and on Compunet, and Valley, one of the two 'mini' Muds created by other students at Essex.

The two together will provide some 500 'rooms'. Richard has already designed on paper another 300 or so, and intends to add about 200-more, to bring MUD 2 up to a total of 1,000 rooms.

"We're aiming for a thousand rooms," says Richard, "because we are figuring on having 10 rooms for every potential player — that way it's not so small you get bored, and not so big you never meet anyone."

There is an important difference between what is meant by a room in an adventure game, and what the word means in MUDDLE.

"A room," according to Richard, 'is a connection of locations in which you can meet another person — within that room there may well be more than one location."

What that means, put simply, is that within a room, for example the bedroom, there are a number of locations — by the door, by the bed, under the bed, by the window, in the cupboard. A player in any one of these would be able to interact with a player in one of the others — but not with somebody outside the bedroom.

A room, in MUD 2, could contain one location, or it could hold 50. It's all the same to MUDDLE. As Richard puts it, "in MUDDLE a room is an object just like any other — except you can go inside it."

The whole system is designed to maximise the chances of meeting another player — because that's what makes MUD fun.

So that while there may be only a thousand rooms in MUD 2, there will be many times that number of locations — and the biggest single player adventure games only run to a few hundred locations.

Size won't be the only difference between MUD 2 and the present version.

The system of level advancement is being completely rewritten. In MUD 2, everybody will start off as an ordinary, puny mortal, with no magical abilities of any sort. But they will be able to switch to having magical powers if, and only if, they survive a fiendish gauntlet Richard has designed specially.

"I suppose you could call it a rite of passage," he says pensively.

There are 12 levels of advancement available to players, starting with novice at the bottom, going up through Hero, Champion, and such like, until the top rank, Wizard, is reached. The first 11 ranks are open to all, regardless of whether or not they have passed the magical test; but only those who have suceeded in the rite of passage can become wizard or witch.

As players progress through the ranks, they become more proficient at their skills. If they have magical abilities, then they can also learn new spells, apart from those which are common knowledge.

After a probationary period as Wizard or Witch, players can also earn the right to add an adjective to their title, like Azax the Red Wizard, or Tony the Editor.

Above Wizard or Witch, there is one more level, just as in the existing MUD — Arch Wizard. Arch Wizards, however, are only ever appointed. They perform a very important function in the game, as they act as monitors — They ensure that everybody is behaving themselves, and that nobody is deliberately trying to ruin the game for others. They also inform the systems operators when the game has crashed, or when it requires resetting for any reason.

Another difference between the two MUDS lies in the mobiles, the monsters which populate the Land.

In the original game, these will move around from location to location, and may be capable of limited conversation with players.

In MUD 2, however, the mobiles will be far more intelligent. The players will be able to have quite complex exchanges with them.

In addition, Richard will be adding a new command to the Wizard's repetoire — Attach. This spell creates a bond between a Wizard or Witch and a mobile monster, so that if a mobile is asked a question it hasn't been programmed to deal with, it alerts the player controlling the attached Wiz. He or she then controls the mobile just as if it were a character.

"What this means is that if you ask a mobile a question like 'Where is the Fiery Pit' it may know, in which case it may reply 'Under the Yew Tree' — but if you say 'Do you like Barry Manilow', it'll say Barry who?' and signal the attached wizard, who can then take over and say make polite conversation about pop stars."

In the original MUD, players enter the game to find themselves in the Land - but in MUD 2, there will be a room before the Land where players will be able to talk without fear of being attacked or robbed, as hostile actions will be forbidden. Richard calls it the "Coffee Lounge", and says that there will be magazine available — including copies of the late lamented Micro Adventure, in which he had a regular series of articles on MUD.

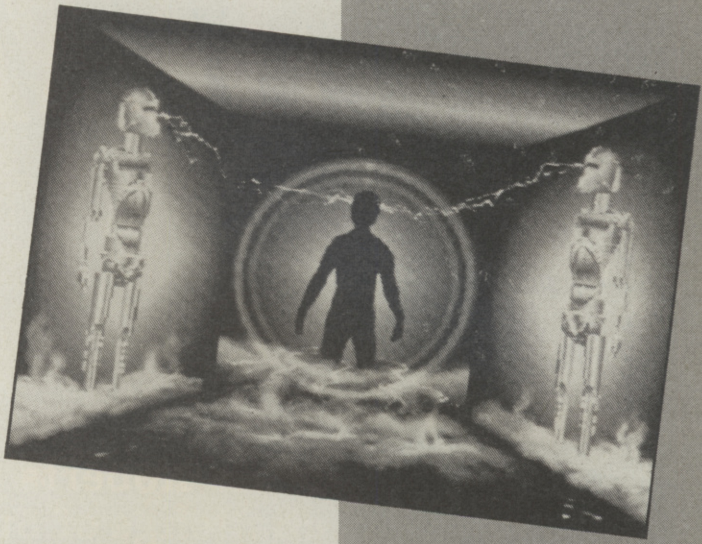
One problem which has been causing a lot of problems to Bulletin Board operators recently is obscenity — but MUD 2 will have a simple answer to foul language.

"Almost all swear words in MUD are treated as synonyms of the Quit command," says Richard. "Some are so bad, however, that they are considered synonyms for the command to commit suicide — Kill Me."

The way you get to play MUD 2 will be different, too.

To play the game, you will have to buy a MUD pack. This will cost £20, and will include your registartion fee, full instructions, a map of the Land, your account number, a credit card with your personal codes on it, and 30 credits to use.

One credit will last six minutes, and will cost 20p. You will be able to buy them in batches of 50. Effectively, then, you will be paying £2 per hour to play MUD 2 — plus the phone bill. British Telecom, however, are confident that there are plenty of people out there willing to pay that.



According to Mike Anderies, of BT's New Information Services, the game will be running on a Vax 11/750, with an initial 40 phone lines installed. "We will be opening more quite quickly — we're aiming at 100 plus eventually."

There will also probably be a PSS link, which will enable callers to just pay local charges whereever they phone from.

In addition, BT are looking at the possibility of putting the game on minis outside London. "Our intention," Mike states, "is to make MUD 2 as cheap as possible — so we are looking at setting up the game across the country."

For the first two months, from the PCW Show to November 5, MUD will be free to anyone who has bought or ordered a MUD Pack. This is so BT can iron out the last few bugs, and also get an idea of the number of players on the system at any one time.

In addition, BT will be running competition with 10 major computer magazines, including Computer Gamer. The winners of each of the 10 competitions will get a certain number of MUD credits free — plus they will go on to take part in a MUD Spectacular to be held on November 5 at the London Dungeon.

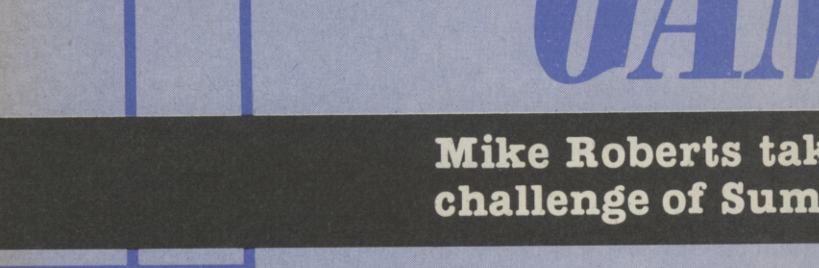
In a Spectacular, all the players try as hard as they can to kill everybody else. The last person left alive is the winner. The survivor of this special Spectacular will receive £100 and 1,000 free mud credits.

If you'd like a chance to represent Gamer look out for 'The Great MUD Challenge in the next club newsletter.

At the risk of using a phrase that has become rather hackneyed over the last few months, "you haven't lived until you've died in MUD!"

SUMMER GAMES II

Mike Roberts takes up the sporting challenge of Summer Games II.



About a year ago, Quicksilva launched its first 'badged' game. It was brought over from the states in the first wave of American imports and was written by an American company called Epyx. The game was called Summer Games, and was released in America in time for the Los Angeles Olympics — though sadly after their end in Britain. This particular game was universally acknowledged to be the best of the 'sports' games that have persisted in the computer market since Activision launched 'Decathlon' on the Atari VCS about two years ago.

Could Epyx improve on perfection? Summer Games II is their follow up, and is all that you could expect after the original Summer Games, and then some more — the game is simply brilliant. Currently on a double sided disk for the Commodore 64, Summer Games II will be sold by US Gold, since the demise of Quicksilva as an independent production company. This is the first release by US Gold from the range of software that was going to be launched by CBS before the closure of that company by its American parent.

The style of the game is very much similar to Summer Games, a number of people playing at once, national anthems and flags. The menus are the same as well with the addition of an option to use Summer Games as well as the Summer Games II disk for an extended 16 game match.

When you start up the disk you are greeted by the Olympic opening ceremony, complete with a runner running up the stairs with a torch to light the Olympic flame. The contestents (up to eight!) can then input their names and the country that they wish to represent. This is done by scanning around an array of 18 beautifully drawn flags, with national anthems playing at command.

After the start up formalities there is a menu that allows you to select the various options, number of joysticks, whether Summer Games is to be played in addition to the normal eight events. You can then chose whether to play all the events in sequence, whether to play one, or more selected games, or to continually practice at one event.

There are also options to see the closing and opening ceremonies and to display the current world records. This is like an ordinary high score table, but as you beat the scores, your improvements are recorded for posterity on disk.

When you play, the events come up in sequence and if you play alone there is a computer opponent to play against in the head to head competitions.

First up is the triple jump, this event requires an awful lot of good timing and control. The man runs by himself and the joystick is used to indicate which foot is to be put on the ground as he flys through the air. The graphic sequences and animation are amazing in this event (well, actually they're no better than the rest of the graphics in all of the other events — that's a complement!). There is a representation of one of those huge televisions in one corner of the stadium. Your flight through the air is played back after you have landed on it and your distance is also scrolled past on it. This event is very difficult.

Next comes the rowing, the event is the single sculls head to head race. Two players race at a time, the person with the lowest time out of those competing wins. The screen is split between the two players. The first zone showing the race from the first boat's point of view, the other is for the benefit of the other racer.

Control is by rocking your joystick back and forth to indicate the return and the thrust as you travel along. I recommend using very short but jabby movements of the stick as shorter bursts of thrust and quicker returns seem to be good tactics.

Javelin comes next and is one of the easiest events to get the hang of quickly, yet one of the more awkward to perfect properly to get really good distances. The controls are simple, press the fire button repeatedly and the character runs (good move this for Quickshot II owners, autofire makes him run like a house is on fire!). Pulling the joystick back causes the thrower to pull back and start to raise the javelin, let go at the right moment and the javelin will fly off. What you have to watch, though, is that the thrower lunges forward as he throws and can jump across the foul line, destroying an otherwise perfect throw. So launch earlier that you would otherwise expect.

The equestrian event is the most difficult of them all. You have to control the speed of the horse, then you must control its jumping and landing. Otherwise you end up on your bum, with a very smug looking (though also dazed) horse. All this takes time and the competition is against the clock.

The high jump is another field game like the triple jump, that comes on first. You control the speed and position of the jumper as he approaches the bar that he is going to jump over. A good position is one that is a bit closer than the one he starts up in. Get close to the first bar of the jump the press the fire button to send him over. At the top of the flip you can make him sort of roll over to clear the bar. If in any doubt of your final speed, do not press the fire button as you run past the post, that does not forfeit your attempt.

The fencing competition is one of the more complex events in the series. Two people or the computer and another play on the piste. The points scored after a number of people have played are very strange and there is a formula in the manual, otherwise just concentrate on hitting your enemy. There are various defensive and aggressive moves supplied using the fire button to switch between lunging and parrying. The computer opponent is very good and drives me off the edge of the piste sometimes.

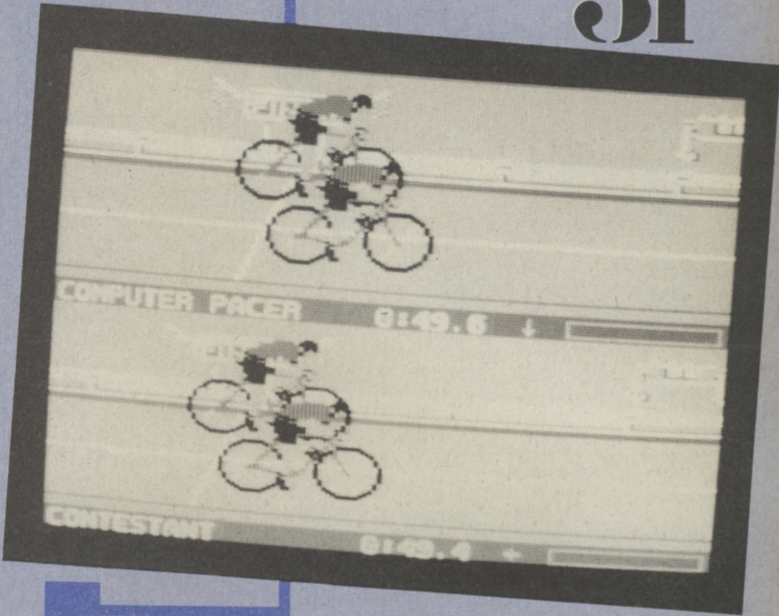
Cycling is another one of the split screen method of head to head racing. The controls are also strange. The idea is to point your stick in the direction that you want the pedals to pedal. This means you have to wind around the shaft of the joystick to make the vehicle go. However this is perfectly satisfactory, and quite apt.

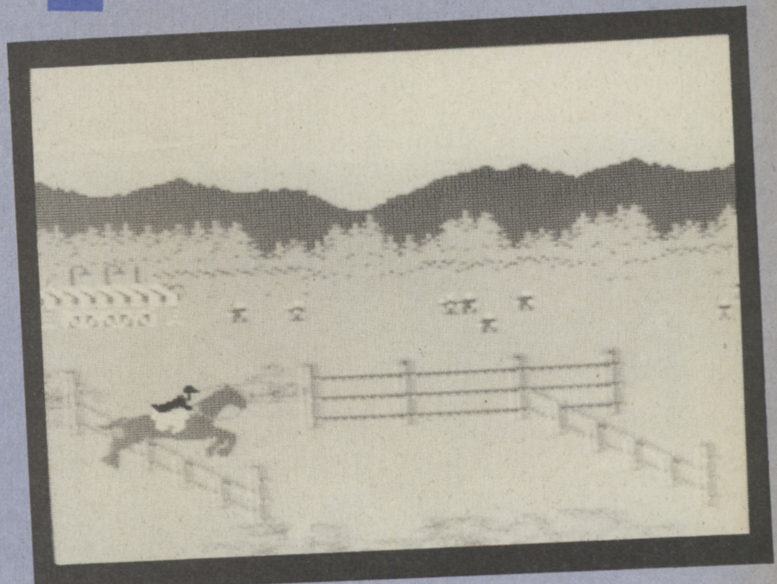
Lastly the final sport is kayaking or canoeing. This covers a very complex route through some excellent graphics on this event. All the really mean gates are there along with a load of rocks just to annoy you. Remember the New Generations 'shoot the rapids' game of a year ago. Well this one event, this subset of a game is up to the standards of that stand alone game — in some ways it is better.

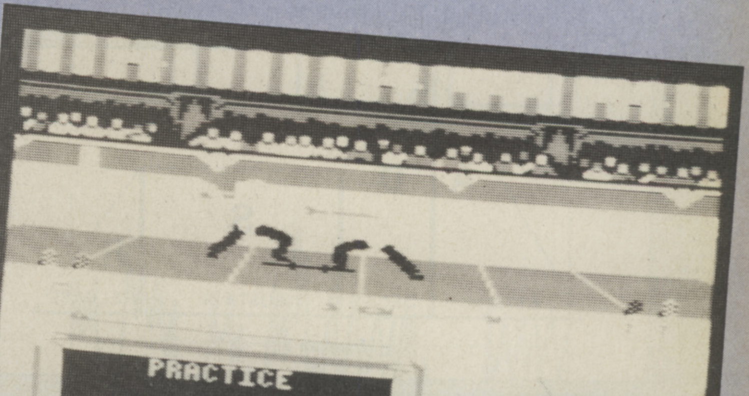
The closing ceremony is a work of art. The sky darkens, the flame dies, a clap with a jetpac on flys around the stadium for a bit. The Epyx airship turns up with adverts on its sides. And then the fireworks start — which in themselves are amazing to behold.

Overall this game is the best 'sports' games that I've seen, the graphics are stunning and as it takes two sides of the disk to hold the game, that's over 280K of program.

If you are into sports games and you have a disk drive then get the game as soon as possible. If you only have a tape deck then it's going to be a bit of a wait, but US Gold ARE planning a tape version. However Summer Games took to two tapes and it was only a single sided disk, so I don't know what they're going to do with Summer Games II. Price of the tape version is unknown as yet, but you can expect it to be marginally less than the current £14.95 asking price for the disk.







INTO GAMES

By R P Newman

Now we will deal with one of the features that really make a game: SOUND. Firstly, for the Spectrum.

The Spectrum uses the command BEEP. That's it!

BEEP (Duration — Pitch)
Duration is in seconds.
Musical equivalent
Semibreve = 1 second
Minim = .5 seconds
Crotchet = .25 seconds
Quaver = .125 seconds
Pitch is in a scale – 30 to 65 so for example: BEEP 1,0

And now a variety of tunes. The first one is in Data Statements. Be careful copying it in. It is a Scottish tune which is well worth typing in (Program 6).

Program 7 has no data statements. It merely bleeps the different notes. It is the familiar Death March.

The next tune. Program 8, interesting because, not only is the pitch contained in data, but the duration. The tune itself is a short little thing, but is excellent. It is best used at the beginning of a program, just before the player actually begins the game.

The next tune is a scale.

```
10          FOR a = 0 7050
20          BEEP .09,A. BEEP .90,A + 5: NEXT A
```

By having the for-next loop to 50 the scale will have .50 notes, but the second bleep command simulates it as 2 notes at once, when in fact it isn't.

The next and final tune I will give is a machine code routine in which you can fill in certain things to change like a simple tune test. Well, here it is.

```
10          FOR A = 32500 to 32520: READ B: POKE
            A,B: NEXT A
20          DATA 33, 10, (Pitch between 0 and 9), 17,
            (Duration between 0 and 15), 0, (Number
            of repeats 4-6),
            200,229,213,197,205,181,3,193,309,225,
            (Tone: 43 decreases the tone, 35 increases
            and 0 keeps it the same), 16,244,201
```

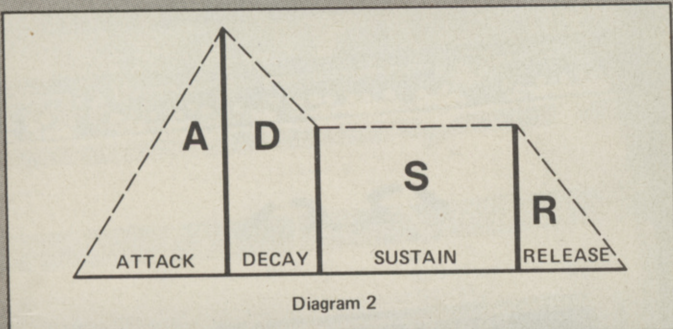


Diagram 2

Firstly, only put in what you are told; don't change anything else. Here is a table of things to enter to get some good sounds.

Pitch	1	3	1	0.5
Duration	0.3	0.3	3	1
Tone	35	35	35	35
Repeats	6	4	4	4

but do try out your own and have fun.

C16 on the C16, sound is achieved by the SOUND command and also VOL, not pokes as on other Commodore machines. VOL ranges from 0 (off) 1 (very quiet) all the way to 8 (very loud). So if there is still a sound just type VOL 0 and all sound channels will be turned off.

SOUND : There are two sound channels on the C16 with the second one having a sub-division (Channel 3) which is white noise. This is used for effects, explosions, engines revving etc. Because it is a sub-division of Channel 2, Channels 2 and 3 cannot be played at the same time, but 1 and 3, and 1 and 2 can.

The actual command works like this: SOUND X, Y, Z Where X is the channel, Y is the pitch of the note, ranging on all channels from 1 to 1023. And, Z is the length of the note in sixtieths of a second (60 = 1 second, 3600 = 1 minute, etc)

Program 9 is for the C16, It plays the nursery rhyme tune Row the Boat.

The data is read in 2, the first piece, Y as stated being the pitch and the second piece, Z as stated again, being the duration or length of the note.

The final program I'll give is a short routine to simulate a telephone ringing.

And now, the most complex sound, the 64. This uses the SID CHIP which locations is SID = 54272. Because of the complications I will first give a table of the sound commands which will be explained later. SID = 54272

Voice 1 SID +	**Voice 2** SID +	**Voice 3** SID +	**Function**
0	7	14	FREQUENCY (low)
1	8	15	FREQUENCY (High)
2	9	16	PULSE (Low)
3	10	17	PULSE (High)
4	11	18	CONTROL REGISTER
5	12	19	ATTACK and DECAY
6	13	20	SUSTAIN and RELEASE

FILTER SID +	**FUNCTION**
21	FILTER FREQUENCY (Low)
22	FILTER FREQUENCY (High)
23	RESONANCE + FILTER
24	MODE + VOLUME

READ ONLY **SID +**	**FUNCTION**
25	PADDLE 1
26	PADDLE 2
27	OSCILLATOR
28	ENVELOPE

```
10 CLS
20 BEEP .75,1
30 BEEP .5,1
40 BEEP .25,1
50 BEEP .75,1
60 BEEP .5,4
70 BEEP .25,3
80 BEEP .5,3
90 BEEP .25,1
100 BEEP .4,1
110 BEEP 1.5,1
```

Don't worry if you don't understand all this it is a very complex chip and takes a lot of time to understand properly. It is a proper synthesizer chip. So many pokes have to be entered, but after a lot of time and effort, the results can be very rewarding. Unfortunately, a very detailed understanding of the SID chip and computing in general is needed, but I will try my best to throw some light on the problem.

Playing notes: Say the note to be played is FOUT, then you can work out FHI (Frequency High) and FLO (Frequency Low) by it.

FN = FOUT * 1 .06097
FHI = FN/256
FLO = FN AND 255

(The AND there is not plus; it is a command used for

```
10 DATA10,10,10,10,10,15,15,15,10,10,10,15,15,12,12,15,15,20,20,20,20,15,15,15,1
0,10,10
20 DATA10,10,10,10,10,15,15,15,10,10,10,15,15,12,12,15,15,20,20,20,20,15,15,15,1
0,10,10
30 DATA10,10,10,15,15,20,20,20,15,15,15,20,20,20,15,15,20,22,22,22,22,20,15,15,1
5
35 DATA12,12,12,10,10,1,10
40 DATA10,10,10,15,15,20,20,20,15,15,15,20,20,20,15,15,20,22,22,22,22,20,15,15,1
5
45 DATA12,12,12,10,10,1,10
50 DATA10,10,10,10,10,12,12,10,10,10
60 RESTORE 10
70 READ A:BEEP .09,A:GOTO 70
```

working out Binary masking, so is FN = 6; to find out FLO type in PRINT 6 AND 255).

Now we can start the program.

```
10        SID = 54272
20        POKE SID,FLO
30        POKE SID + 1,FHI
```

If FOUT is going to be a specific note then the value of POUT is FOUT = 2 (4 + OCT + N/12)

OCT is the OCTave number (0 to 7) and N is the note number (0 to 11 as below)

0	C	6	F sharp
1	C sharp	7	G
2	D	8	G sharp
3	D sharp	9	A
4	E	10	A sharp
5	F	11	B

Next the envelope must be set. The envelope contains four variables each set from 0 to 15. They are

A Attack	S Sustain
D Decay	R Release

(see Diagram 2).

Because of these intitals the envelop is often called the ADSR. The rise of the note is called the Attack. The fall is called the Decay. The volume is controlled by Sustain. The dying out is the Release. They are all measured in time. So now we can add to the program.

```
40  POKE SID + 5,A * 16 + D
50  POKE SID + 6,5 * 16 + R
```

Wave form: There are four wave forms available:
Triangle
Sawtooth
Pulse
Noise

Triangle contains the odd harmonic of the frequency of the note. Sawtooth also contains the odd harmonic, but in linear form. Pulse holds all the harmonics of the frequency of the note (see Diagram 3). By mixing wave forms and filtering, any type of note can be formed. (NOTE: Noise will not blend with

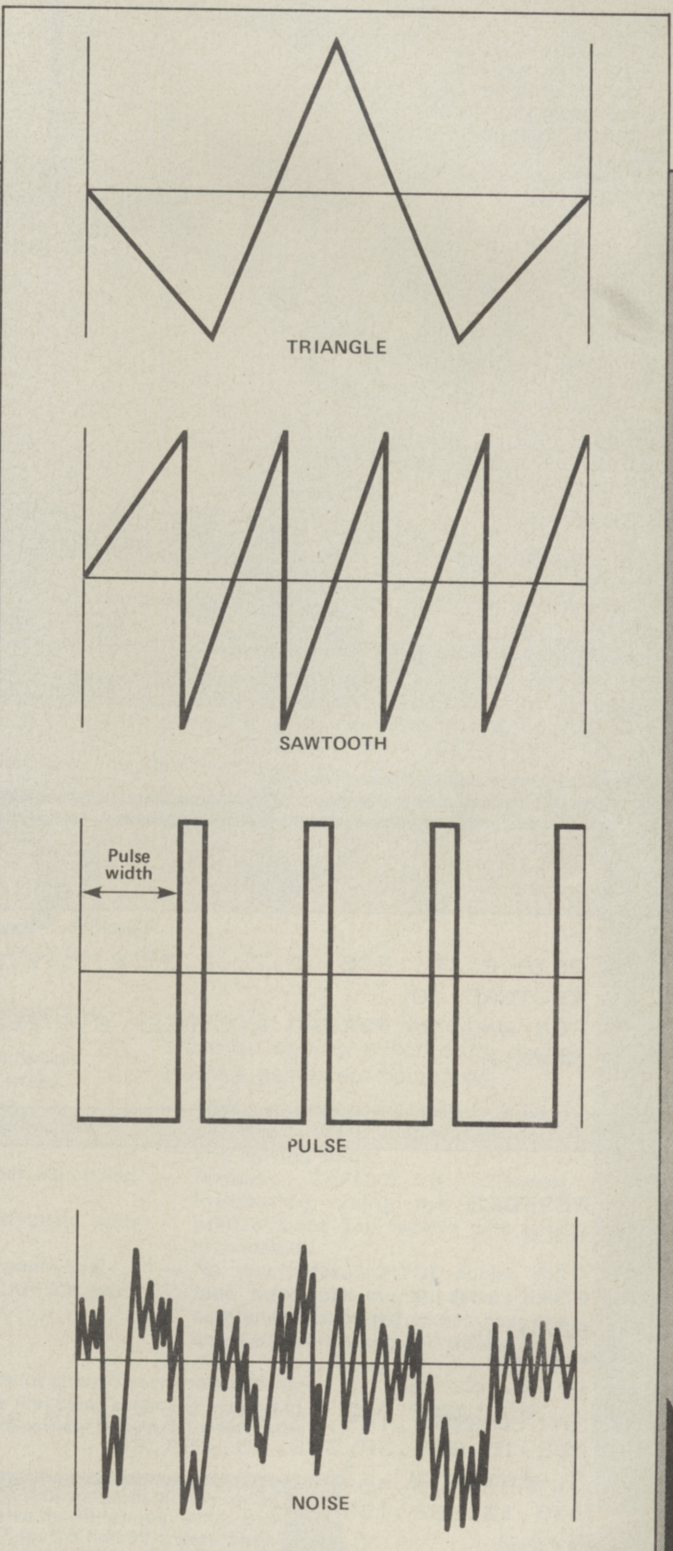


Diagram 3

any other wave form, unless the voice is on "Test Bit"). There are three filters available:
Low pass filter (which goes from low to high)
High pass filter (which goes from high to low)
Band pass filter (which is two filters together)
(see Diagram 4).

SID + 23 activates what Voices are to be filtered. The fundamental structure of the note is set in SID + 4, and there are three processes to do in order to make a note sound.
1 Switch gate off
2 Switch gate on (activates attack/decay/sustain)
3 Switch gate off (activates decay)

These can now be put into our program. Add:

```
15          POKE SID + 4, PEEK(SID + 4)AND 254
60          POKE  SID + 4,  (PEEK  (SID + 4)AND
            254)ORI
70          POKE SID + 6, PEEK(SID + 4)AND 254
```

Well, that's a simple introduction to sound on the 64.

And last — but not by now means least — the Vic. This is simple to operate. It has four voices and a volume control.

```
POKE 36874  (0 to 127 OFF, 128 to 255 PITCH
            DIFFERENCE)
     36875  (VOICE 2, higher. Same numbers as in
            Voice                              1)
     36876  (VICE 3, highest. Same numbers as in Vice
            1 )
     36877  (WHITE NOISE. Same numbers still apply)
     36878  VOLUME. 0 = off, up to 15 loud)
```

This is very simple but effective. Some interesting effects can be produced. here is a program which runs through the scales of the sound voices:

```
10          FORT = 0TO                          2
20          FORA = 128          TO            255
30          POKE                         36878,15
40          POKE                      36874 + T,A
50          NEXT                                A
60          POKE                      36874 + T,0
70          NEXT                                T
```

Or a program to rev up a car:

```
10          POKE                         36878,15
20          X = 200
30          GET                                A$
40          IF      A$ = ""          THEN      60
50          X = X + 2
60          POKE                         36877,X
70          FORT = 1      TO       20:       NEXT
80          X = X - 1
90-100      GO              TO                 30

90-100      GOTO                               30
```

To rev up the engine, just hit any key, or it will go out. Keep on hitting.

That concludes SOUND. Next month we shall be looking at Professionalsm: the small things that make a game good. Until then, good-bye and good computing!

Attributes: C Winter
D Turfitt
R Hearn

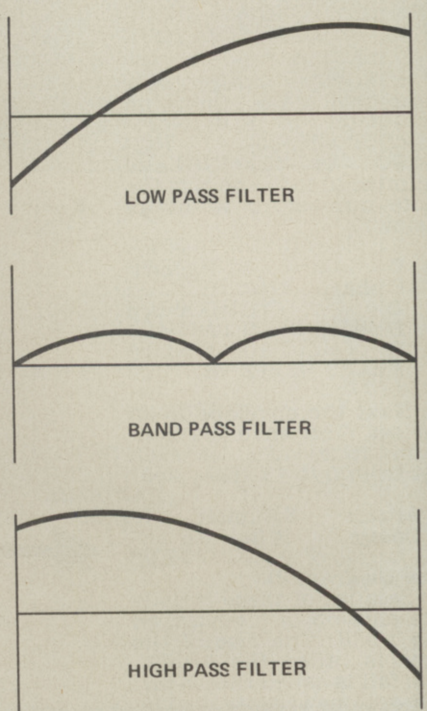


Diagram 4

```
10 DATA.2,10,.2,5,.2,7,.2,5,.2,7,.2,9,.5,10
20 RESTORE 10
30 FOR A=1 TO 7:READ B,C:BEEP B,C:BEEP .09,C
40 NEXT A
```

```
10 RESTORE
20 VOL8
30 X=1
40 FORT=1TO19
50 READY,Z
60 SOUNDX,Y,Z
70 NEXT
80 DATA169,45,169,45,169,30,262,15,345,45,345,30,
   262,15,345,30,383,15,453,60
90 DATA596,45,453,14,345,45,169,45,453,30,383,15,
   345,30,262,15,60
READY.
```

```
10 FORA=1TO5
20 FORB=1TO2
30 FORC=1TO10
40 SOUND1,800,1
50 SOUND1,400,1
60 NEXTC
70 FORD=1TO100:NEXTD
80 NEXTB
90 FORD=1TO600:NEXTA
100 NEXTA
110 END
READY.
```

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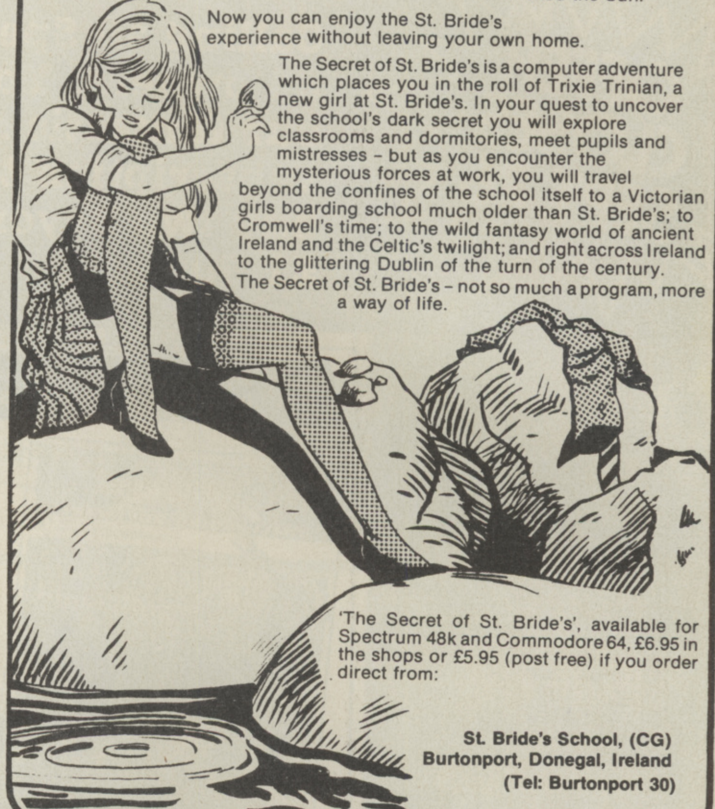

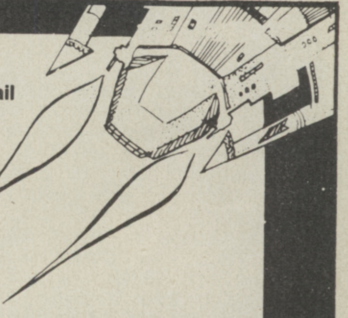

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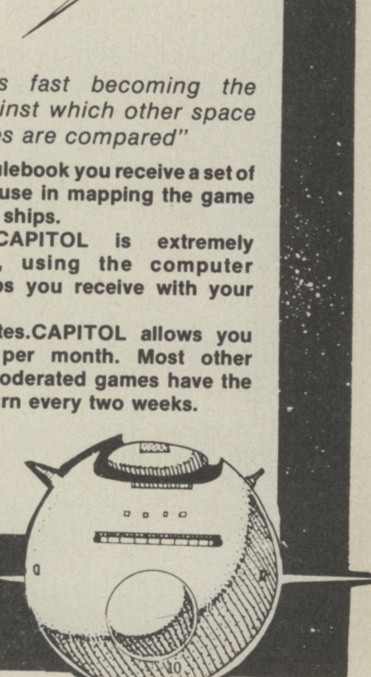

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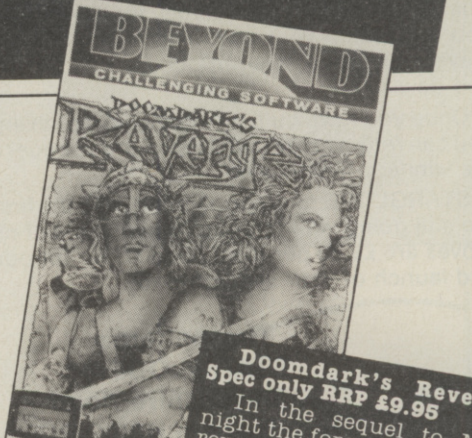
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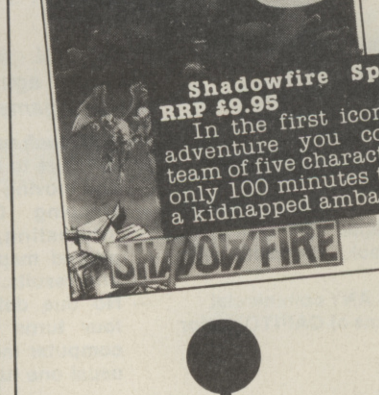
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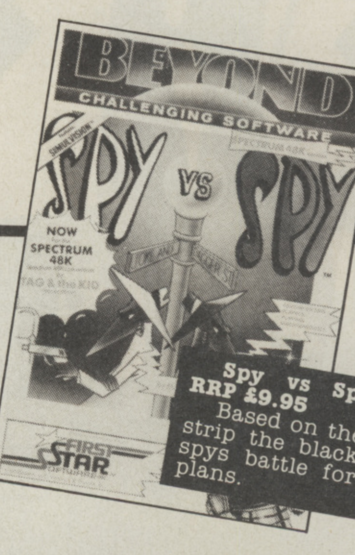
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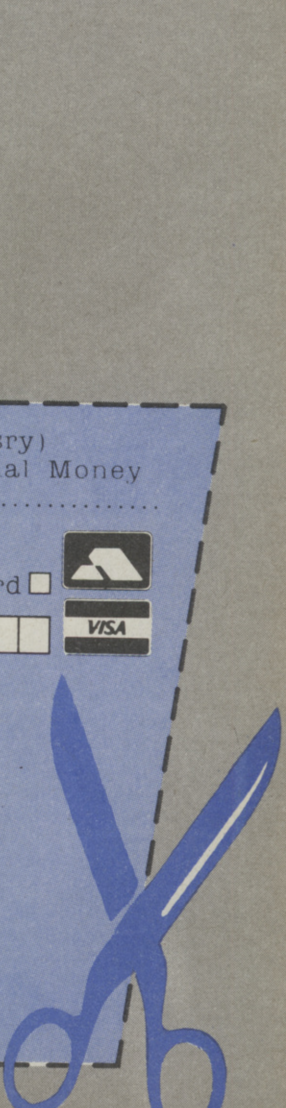

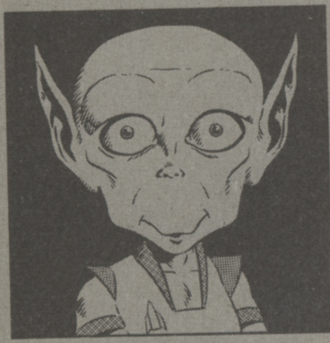

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Here is a guide to the symbols used to illustrate the game reviews.

Eecaans Star Guide

Black Hole —	This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
White Dwarf —	This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
Bright Star —	Like your sun, games given this description will be bright and interesting and will support intelligent life.
Red Giant —	Brighter than a bright star such a game will have an outstanding feature or game system.
Nova —	If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
Supernova —	This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
Nebula —	Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

- Adventure
- Action
- Simulation
- Strategy
- Sports
- Wargame.

Number of players minimum/maximum

Joysticks required/optional.

Title:	**Frankie Goes To Hollywood**
Computer:	**C64**
Supplier:	**Ocean**
Price:	**£7.98**

Relax because its here at last, the computer game of the mega-hype group Frankie Goes To Hollywood.

The Frankie package is a boxed set of two tapes, one with a live version of Relax by the group themselves and the other containing the game which takes you from Mundanesville to the heart of the Pleasure Dome itself. Appearing like an action adventure, the program contains a range of small action screens and puzzles which must be successfully completed to build up your personality so that you can pass through the door to the centre of the Pleasure Dome itself.

The opening screen places you in a street in Mundanesville as an amorphous humanoid shape seeking to develop the four essential elements of personality: Pleasure, War, Love and Faith. These elements are represented on the right of the screen display by icons above which columns grow as you gain experience during the game. Occasionally the screen displays a readout of the sum total of the columns as percentage to let you know how you're developing.

To gain experience you must search the houses of Mundanesville for items which may be of use in the action screens or in the maze called the Corridors of Power contained within the Pleasure Dome. In superb graphic action you can lead your character from room to room investigating every item of furniture simply by making him reach out and touch it. If there is anything worth taking it is displayed in a small inset box superimposed on the screen. Usually there are three or four items to choose from and you must decide which will be useful, trial and error over many sessions of play will tell you what you need. As usual you can only carry a limited amount.

In some of the rooms there are television sets with videos attached. During your search you find video cassettes which may be played on these TVs and your humanoid can enter the screen of the TV to find himself in the centre of an arcade game or a puzzle screen. There are about ten different screens to be completed and success is rewarded with personality points, failure means a reduction of points however. In most of the screens, objects found in the houses may enhance your chances but care must be taken to choose the correct item because it can only be used once and a wrong choice loses the object forever.

Another two ways exist to move into the action screens: through pictures on the walls of the houses or by entering doors within the Pleasure Dome maze. The Pleasure Dome is reached by unlocking a door in one of the dozen or so houses in Mundanesville and the maze can be mapped by noting the colours of various manholes which are found but be warned, the manholes will swallow up your character and return him to Mundanesville with a subsequent loss of personality points. Passing through the doors in the corridors leads into the action screens.

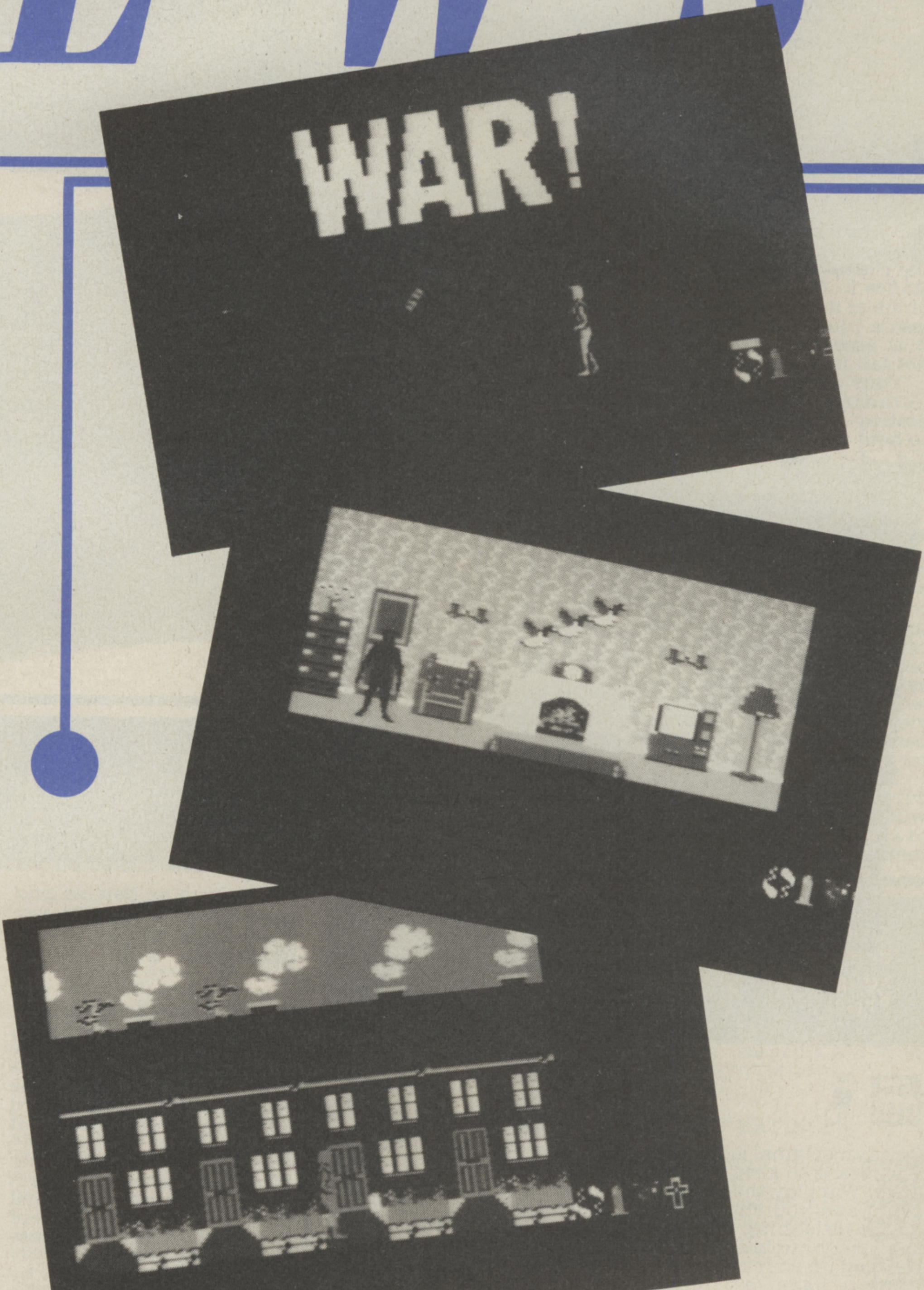
The pictures must be touched to activate them. They grow into larger images which form entrances in the same way as the video cassettes and, since part of the fun is working out how to enter the screens, wild horses won't drag the secret out of me (written requests on the back of £5 notes might). Touching a picture increases a personality element and one little hint to the more patient cheats out there is to touch the picture, leave the room, re-enter and touch the picture again. After fifty or so visits to each picture you will have increased three or four personality elements to maximum. This is obviously only a hint to those who are desperate enough to turn a superb game into a total bore and those trying to follow my advice probably deserve to be exiled to Mundanesville forever.

I will not reveal too much about the action screens except to say that they are varied in scope ranging from preventing the bombing of Merseyside, through a battle of words between the Superpowers to taking the role of a devil hunting for halos under a barrage of Cupid's arrows! Each mini game is an entertainment in itself and I've seen worse programs sold at exhorbitant prices as games in their own right.

In one of the houses a murder has been committed (all human life is covered in this game) and you must solve the crime if you are to succeed. After discovering the body you will find clues in most of the rooms of the other houses (could they be Sherlock homes?) and your deductive powers must be brought to focus on the solution to the crime before re-entering the murder room to reveal the villain of the piece.

Ocean have really gone to town on this package, the graphics are excellent and the music is well produced except for the frog-in-the-throat sound of Relax played over the loading screen. The game itself has kept me coming back for more since it arrived on my desk but, as in life, I still have not reached the full potential of my personality development which would enable me to enter the final room of the maze. Ocean, I hate your devious minds but I love your new game.

JG



PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Super Nova ☼

Title: **Codename Mat II**
Computer: **Spectrum**
Supplier: **Domark**

The Myons are back! Despite your successful attempt to fight them off in Codename Mat, they're back in the game 3D action sequel.

This time your defending the Krillium mines from the Myon onslaught in Centurion II which is the Earth's most powerful combat ship. Krillium is the most valuable substance in the Universe as a pinch of it can turn a desert into a jungle and therefore it is essential that you do not fail in your mission.

Your job is to locate the invading Myons and destroy them and by doing so hold out as long as possible. For while you're fighting, valuable Krillium is being mined. So it's "Remember the Alamo" and into battle.

The ships firepower comes from two laser cannons and two photon torpedo tubes. Unfortunately you can only use one type of weapon at any one time. In fact when you swap between the two you see through your 3D front view the laser cannons being withdrawn before the torpedo tubes are extended.

The lasers are more accurate and fire rapidly but will overheat if used constantly. The current temperature is shown on the instruments display along with your current speed, the ships status (red if under attack), energy levels and condition of the ships four defensive shields.

Beside the instruments display is a screen that at a touch of a button becomes a rear view, a long or short scanner, a battle computer display or a strategic map of the mines that shows your position and that of the invading Myons.

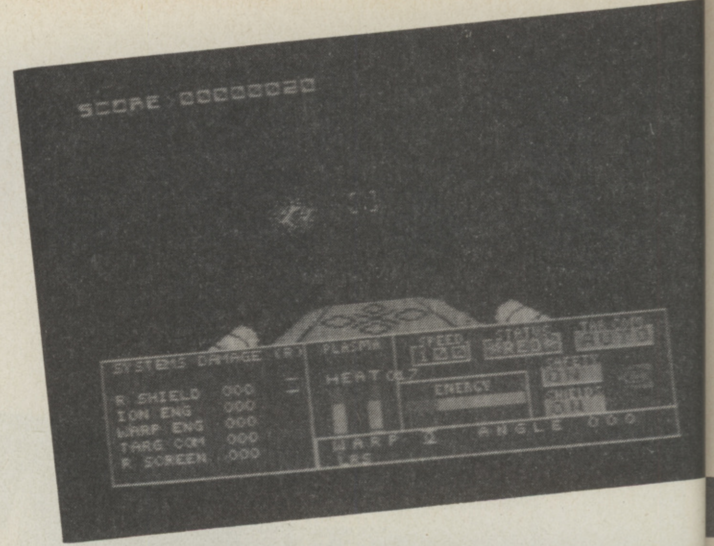
Inevitably you will sustain damage to the ship and its systems which will adversely affect their performance, but if you're in the middle of a Myon attack you have to make do with what you've got. For example a damaged battle computer will only briefly show the data (distance and direction) of attacking Myons but the short range scanner can be used, in emergencies, by a skilled pilot.

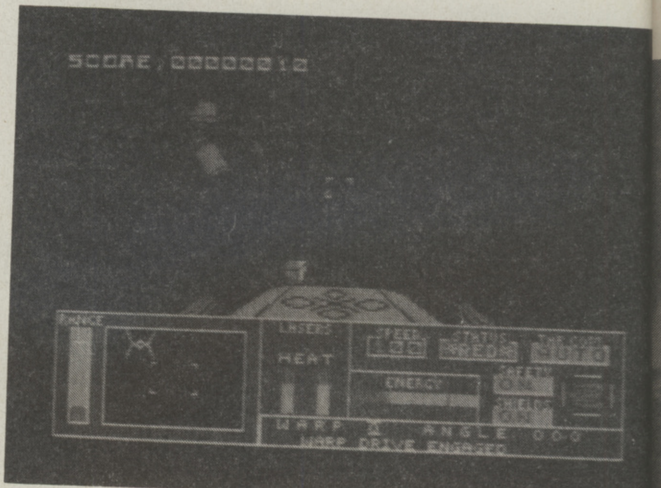
At the end of an attack wave you have a little time in which you should despatch your repair droids to give you back the systems that you'll need to survive a bit longer. **TH**

PLANET RATINGS

Originality ●●●
Graphics ●●●●
Use of machine ●●●●
Value for money ●●●●

STAR RATING
Red Giant





Title: **April Showers**
Computer: **BBC Micro**
Supplier: **Beven Technology**
Price: **£7.95**

Quite an original game this. The idea is to keep a flower alive. You play the part of a cloud and you should rain on the little thing. However the nasty umbrellas keep sucking up your raindrops.

You have a limited amount of rain in your cloud, though you can absorb more from other passing clouds.

Apart from this there is very little else to the game. There is very little playability and I don't think it will keep anyone older than four interested for more than a few minutes. It shares the unfortunate common denominator of most non-violent games — it's boring. **MR**

PLANET RATINGS

Originality ●●●●
Graphics ●●●
Use of machine ●●●
Value for money ●

STAR RATING
White Dwarf

Title: **Tournament Snooker**
Computer: **Einstein**
Supplier: **Hard Software**
Price: **£14.95**

These tense battles fought between the likes of Davis, Taylor and Higgins can be recreated in Tournament Snooker. It is the first game from the aptly named Hard Software as its a difficult game to play.

It's an extremely polished snooker simulation as it includes some additional features that make it one of the best snooker games that I have played.

Shots are selected by rotating a cue around the white ball until the desired direction is found. If you're unsure of the direction pressing "L" will move the cue as if you were lining up for the shot.

You can really impress the crowd by putting spin or stun on the cue ball but moving a pointer over a ball in the top left hand corner of the screen. Once you're ready to play, two key presses hopefully sends the ball in the right direction.

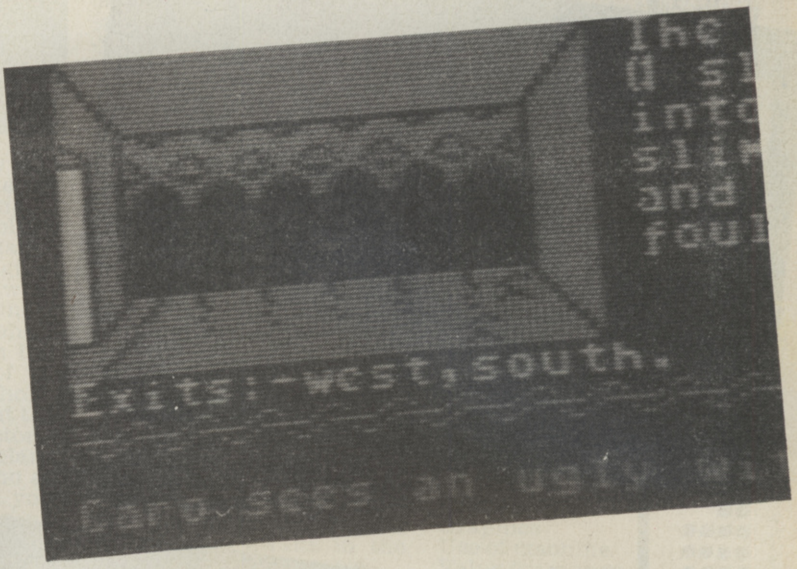
Should you manage to pot a ball or get out of a snooker you can call up an action replay and back in your glory. This is a nice touch as it also shows beginners why their shots didn't quite go according to plan.

Finally if you're fed up with missing even the easiest pots you can enter practise mode where you can set the balls in any position or you can leave the game to be continued later, in the meantime the game will play a demo game in which it will no doubt get a break of over 50. **TH**

PLANET RATINGS

Originality ●●
Graphics ●●●●
Use of machine ●●●●
Value for money ●●●●

STAR RATING
Red Giant



The
A sl
into
slim
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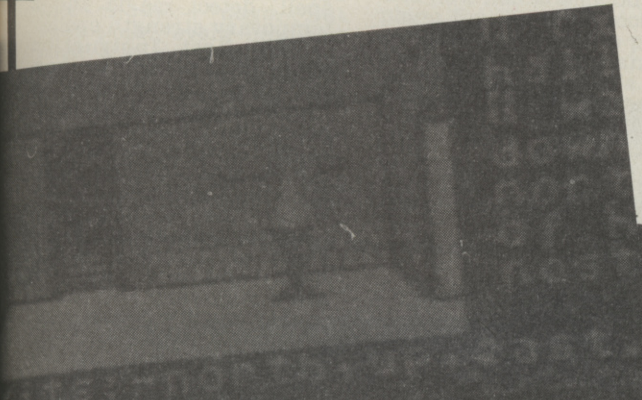
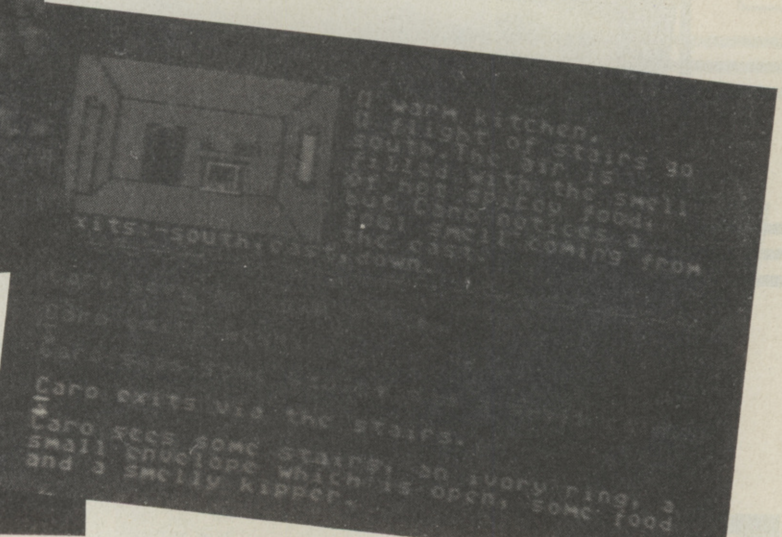
foul

Exits:-west,south.

Caro sees an ugly w





A warm kitchen.
A flight of stairs go
south. The air is
filled with the smell
of hot spicy food,
but Caro notices a
foul smell coming from
the east.
xits:-south,east,down.

Caro exits via the stairs.

Caro sees some stairs, an ivory ring, a
small envelope which is open, some food
and a smelly kipper.

Title:	**Magician's Ball**
Computer:	**Commodore 64**
Supplier:	**Global Software**
Price:	**£7.95**

Many an argument has been heard in this hobby on whether adventures should include graphics or be text only. The usual argument against graphics is that the pictures use up valuable memory, take a long time to be drawn and add nothing to the game. In fact it is said that including graphics precludes good atmospheric room descriptions and therefore spoils the adventure. Magician's Ball will add fuel to the debate as not only does it have good room descriptions it also has meaningful graphics and music as well.

In the adventure you play the role of Caro who enters a fantasy world to rescue the kings daughter from an evil Magician. Unfortunately the Magician has powers that include size changing and teleporting as well as a ring that can turn people to stone. Consequently you will have to use your powers of deduction to avoid his traps and finally defeat him.

During the adventure you meet other characters that you can become which helps you to solve problems that Caro can't handle.

The game accepts quite involved commands such as Throw Hammer Through Window which can be repeated and edited by pressing the C64's arrow key. This can save you a lot of unnecessary typing and speed up the game.

Your commands and any consequences that result from them are displayed in the bottom half of the screen and above that a picture of your current location and a text description.

The graphics appear almost instantaneously and many of them are animated (for example include a flickering flame). Some even have sound effects. For example, leaves rustling in the forest.

The accompanying description is better than the usual "You are in a room, you see nothing" type and add a lot of atmosphere to the game. For example in a barren wasteland "Flames and gasses belch from the cracks in the soil". Or a boggy marshland contains "Stagnant pools of water that lie silent and inert. They reflect the clouds in their dusty surfaces".

Obviously the text provides the games atmosphere but the graphics can give you a quick impression if you haven't time to read the text. When you're being chased by a goblin, is such an occasion.

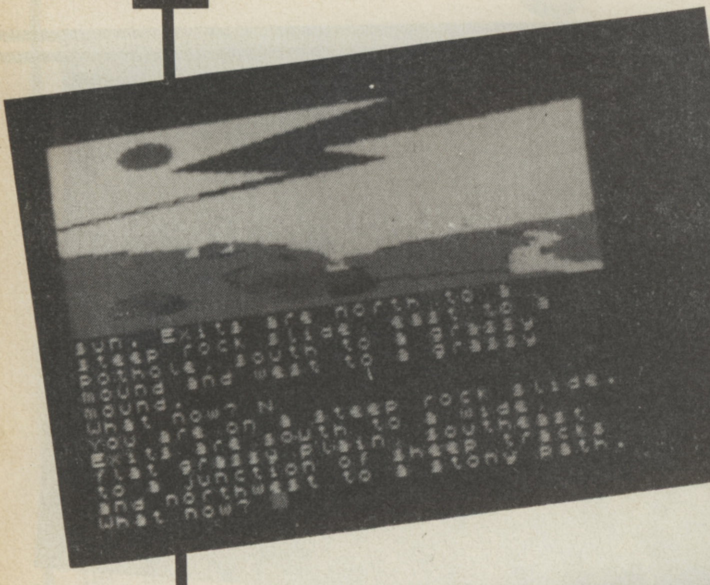
If that wasn't enough, while you adventure, you can hum along to a digitised version of Mike Oldfield's "Tubular Bells". Spectrum and Amstrad versions are set to follow shortly with the Spectrum version featuring a 3 voice sound synthesiser.

TH

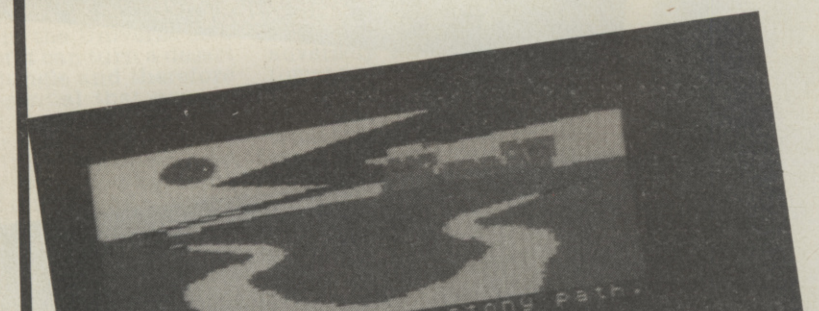
PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova ☼



sun. Exits are north to a
steep rock slide, east to a grassy
pothole, south to a grassy
mound and west to [
mound.
What now? N
You are on a steep rock slide.
Exits are south to a wide
flat grassy plain, southeast
to a junction of sheep tracks
and northwest to a stony path.
What now?



and northwest to a stony path.
What now? SE
You are on a junction of sheep
tracks. The castle of Cakabol,
rumoured to be your
destination, is clearly
visible in the distance. Exits
are northeast to a wide
gateway, south to a pothole
and northwest to a steep rock
slide.
What now?

Title:	**Red Moon**
Computer:	**Amstrad, Atari, BBC, C64 Memotech, MSX, Spectrum**
Supplier:	**Level 9**
Price:	**£6.95**

Adventurers everywhere will be sneaking up on their piggy banks, hammer in hand with the news of a new release from Level 9. Having not enjoyed their last game quite so much as their others, I was also waiting with some trepidation to see whether or not they had returned to their usual standard. I need not have worried.

In olden days when the moon was red, magic worked and mythical creatures roamed the earth. As the colour drained from the moon, so too did man's magical ability. A red moon crystal was created which cast its aura over the Kingdom of Baskalos and all was well until the crystal was stolen. Red Moon is the story of how you, a magician, rescued the crystal.

Level 9 have made to major changes to their normal adventure system with the introduction of magic and combat routines. Throughout the course of the game, you will come across several characters who seen quite intent in stopping you in your tracks and attack you quite happily. You are assigned 50 hit points at the start of the game and these decrease as your opponent knocks chunks out of you. When your hit points reach zero, you die although the powers that be may decide to resurrect you. You are of course allowed to retaliate and as combat usually results when you meet another creature, it might be prudent to get in the first blow. Before you take this strategy as gospel though, a word of warning, some characters are supposed to help you. The amount of damage caused is calculated on a random basis so that you can never be sure that the game will play the same way twice in succession.

There are a dozen or so spells listed in the instructions although there are also some magic words which are not listed. To cast a spell, you need a specific object to act as the focus of your attention. For example, to cast a ZAP spell (a magical attack spell) you need the dagger, but be warned, this spell won't work if there is too much metal around. The use of these focal objects makes life very interesting indeed as you can only carry a limited number of objects at any given time so you will not be able to cast all the spells that you know. Amongst the spells that you have available are one that reverses a fall, a teleport spell, detect magic and a temporary strength spell.

The first instruction given in any book on how to play adventures is "make a map". Alas, some people do not find this the easiest thing in the world to do. To make things easier for you, Red Moon tells you where the various paths lead to. For example, instead of saying exits are north and west, the program might say you can go north to T-junction and west to a large cave. You should have little trouble joining up all your boxes when making your map.

The game features over two hundred locations, all of which are illustrated (except in Atari and Memotech versions). The pictures are reasonable and are drawn fairly quickly. Text only freaks can toggle the pictures off. All the locations are thoroughly and well described. One area on the surface is full of small slits and the whole place reeks of dragons. This is a lovely description and gives a reasonable hint as to what you might expect to meet later on in the game. It is also an easy game to explore. Well over sixty locations are accessible without having to solve any very difficult problems. This is an important point as it helps the player get into the atmosphere of the game.

With the introduction of magic and combat, adventure games are getting more and more like role playing games (such as Dungeons & Dragons) with every new release. Red Moon is a thoroughly enjoyable game with lots of atmosphere and interesting original problems. It maintains Level 9's position as Britain's number one adventure house.

GH

PLANET RATINGS

Originality	●●●●
Graphics	●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova ☼

Title: Dynamite Dan
Computer: Spectrum 48K
Supplier: Mirrorsoft
Price: £6.95

Every now and then, I get a bit fed up of the endless stream of remarkably similar games that is flooding into the software market these days. But then again, every now and then a game comes along that wakes me up and puts a little bit of sparkle into the old keyboard.

Dynamite Dan is one of those games that, whilst not being terribly original or state-of-the-art, seems fresh enough to draw you back to your machine for the sheer fun of playing.

'Dan' is, quite simply, a superior platform game. There's not an original bone in his body, but what the game lacks in originality it makes up for in sheer action. Your hero Dan has landed on the roof of Dr Blitzen's castle stronghold, and now has to seek out the plans for the mad doctor's secret weapon. These plans are locked in a safe, and as well as finding the safe, you have to guide Dan around the castle in search of eight sticks of dynamite needed to open the safe, and also collect the food he needs to keep himself going.

What distinguishes this from all the other platform games around is the sheer amount of action crammed into each screen. I've never seen so many platforms, ledges, obstacles and sprites before — the sheer variety of all these things means that you have to stop and look at each new screen for a while, just to work out what you want to collect and which route to take.

Quite sensibly, you begin the game with eight lives, and you'll need all of them to work your way through the complex of rooms. But, though I found myself getting killed all over the place, I never become frustrated with the game, but instead found that each room made me more curious to continue into the depths of the castle to see what awaits in the final stages of the game.

The graphics are all well designed, and though they aren't particularly spectacular, what is impressive is the way that so many features have been squeezed into the rooms without seeming squashed or crowded. Despite all the objects in each room, the graphics are still quite large and finely detailed and very professional throughout. My only doubt is that, despite being an exceptionally good platform game, this type of game is now so common that prices ought to be a bit lower. 'Dan' is good value for money, but to get full marks on that count it could still come down in price by just a few pennies.

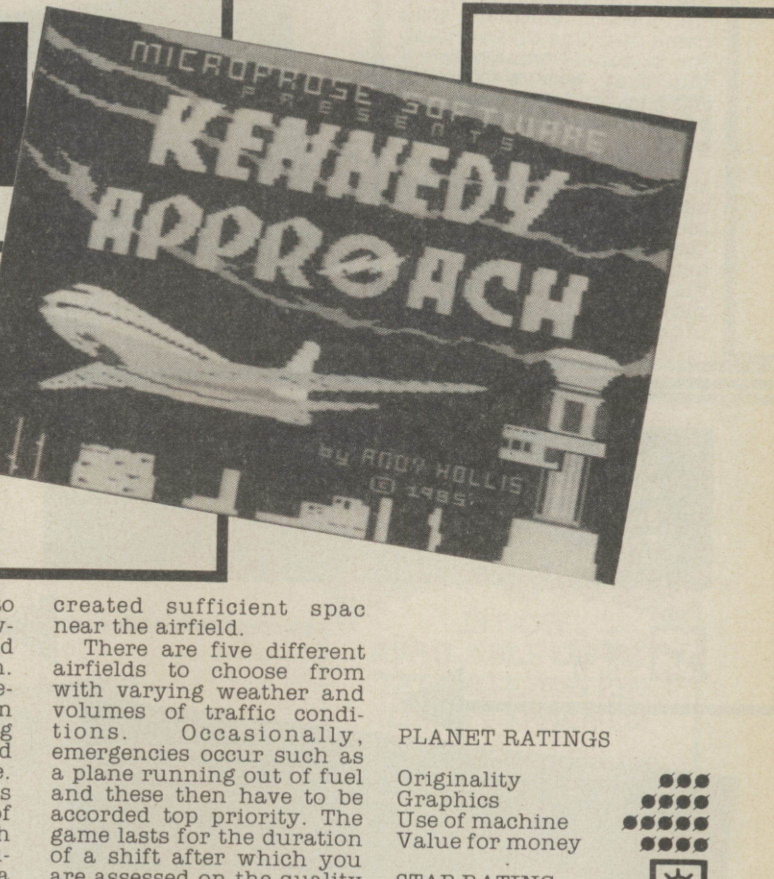
SD

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING ☐
Bright Star

Title: Kennedy Approach
Computer: C64
Supplier: Microprose
Price: £9.95



On the face of it, being an air traffic controller is one of life's easier jobs. After all, the sky is pretty big and it can't be that difficult to tell a few bigheaded pilots whose turn it is to land. One midair collision, two near misses and innumerable avoidable delays later, I was left to reflect on where I had gone wrong. And that was on the easiest level!

Kennedy Approach is one of the most exciting and challenging simulation games I have played. The main argument about flight simulators and the like has always been that they are boring. Very realistic maybe, but definitely boring. Not so with Kennedy Approach. There always seems to be one thing more happening than your brain can cope with.

The first thing you notice is that the game taks to you a lot. Every time you tell a pilot what to do the pilot converts your instructions into speech. "F, one, zero, one, six. Turn right. Heading one eight zero. Descend to four thousand feet." "Roger" comes back the reply. The speech is perfectly intelligible with a built-in static crackle.

You issue instructions to a particular plane by moving a cursor over it and pressing the fire button. Moving the joystick sideways, alters the direction that the plane is flying whilst moving it up and down changes the altitude. Altitude on screen is depicted by the number of dots under the plane, each one representing a thousand feet. This gives a pseudo 3-D effect to the controller.

When everything is clear and the plane is in the correct position, you can tell it to land at the appropriate airport. After one successful landing (beginner's luck?) my next nearest attempt was the middle of the field somewhere. You are also supposed to make planes take off but I never created sufficient spac near the airfield.

There are five different airfields to choose from with varying weather and volumes of traffic conditions. Occasionally, emergencies occur such as a plane running out of fuel and these then have to be accorded top priority. The game lasts for the duration of a shift after which you are assessed on the quality of your work.

When I was a kid I used to go plane spotting at Manchester Airport. Listening to and playing this game brought the memories flooding back. A thoroughly enjoyable game that can be recommended to ex-plane spotters and simulation fans everywhere.

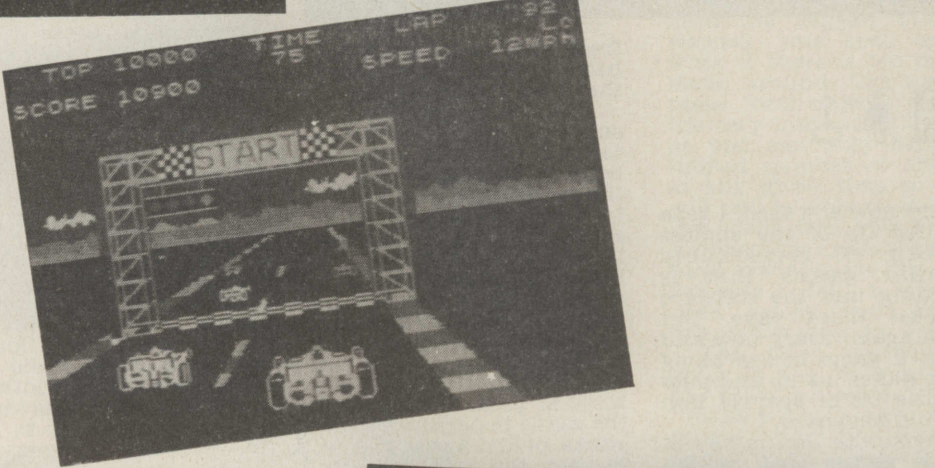
GH

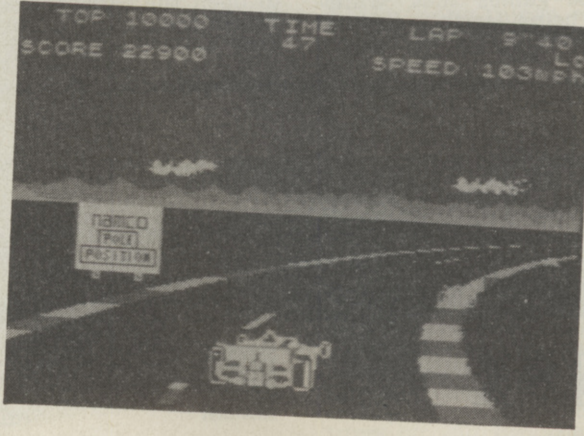
PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING ☼
Nova

Title:	**Pole Position**
Computer:	**Spectrum**
Supplier:	**US Gold**
Price:	**£7.95**





Pole Position for the Spectrum came out originally in May 1984 under the Atari label. But with the 'new look' Atari, they lost the licence from Namco for Pole Position. So Datasoft ended up with the game rights to Pole Position.

So to cut a very long story short US Gold have ended up with the Datasoft version of the game. The only differene between the two versions is that the signs on them are different. One says 'Datasoft' a lot and the other says 'Atari' a lot.

Otherwise the game is straight Pole Position. The Spectrum version is one of the better versions that came out. The C64 version, for instance, was awful — but that was written in America and the Spectrum version was written over here.

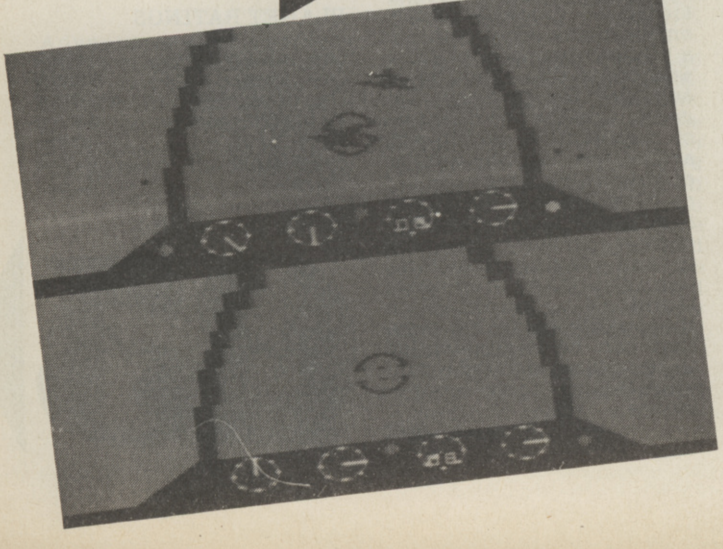
Another 'Golden Oldie' that is hitting the shelves again and well worth it it is too. Pole Position strikes the right balance between action and simulation, that makes it much better to play. An Amstrad version of the game is due soon. **MR**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Nova

Title:	**Mig Alley Ace**
Computer:	**C64**
Supplier:	**Microprose**
Price:	**£9.95**



Set in the Korean War (1950-53), Mig Alley Ace is a combat flight simulator program. It features a split screen which allows an amazing number of playing options. The obvious one is a head to head struggle between you and a friend but you can also take on the computer either singly or with a friend. You can choose up to three enemy aircraft on each of five missions. When you consider that each mission has five different skill levels, you can see what I mean.

There are four dials for you to worry about (engine power, speedometer, altimeter and radar) together with three warning lights (exhaust gas temperature, low altitude and low ammo). Your first problem is to find your enemy which is achieved by having a quick peek at your opponent's half screen to find out what height he's flying at and then using your radar. There is nothing more disconcerting than finding your field of view totally clear whilst on his half screen you find yourself slipping quietly into his gunsights. Your ammo is strictly limited (according to skill level) and scoring hits is none too easy so you are advised to pick your shots carefully. The game ends when you have been shot down three times but you have the chance of saving a life by ejecting in time.

That's about it then. The game looks dated with limited graphics and lacks sophistication compared with other similar games already on the market. I can't help but feel that two reasonably skilled players would have no trouble at all avoiding each other all the time and end up getting nowhere. **GH**

PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●●
Value for money	●●

STAR RATING
White Dwarf

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Title: Popeye
Computer: Spectrum
Supplier: DK Tronics
Price: £7.95

Popeye and his friends have hit the Spectrum in a game that features the biggest characters ever seen on a Spectrum. Popeye, himself, is about half the height of the game display as he chortles his way through a most enjoyable arcade game.

His mission is to collect 25 hearts for his loved one, Olive Oyl, which are strewn about some weird and wonderful screens.

However getting to the hearts is no picnic as he will have to navigate through locked doors, up and down ropes while avoiding his arch rival Brutus, a giant condor, a witch on a broomstick and a fire breathing dragon.

Luckily he can also find tins of spinach which will rejuvenate him whenever he is clobbered. Consequently the tins of spinach act as "lives" for the game. This is a good idea since you get more lives the further you get into the game.

The large characters work well and are animated beautifully, particularly their faces, however they do suffer from occasional colour smudging that has plagued many a Spectrum game.

This incredibly addictive game is another of those that you must have "just one more game".

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Red Giant

Title: Superbrat
Computer: 48K Spectrum
Supplier: Atlantis
Price: £1.99

Following on after Wimbledon, I suppose it is inevitable that a glut of tennis games should appear. Superbrat is the latest budget offering from Atlantis. It is not, I am afraid, very good.

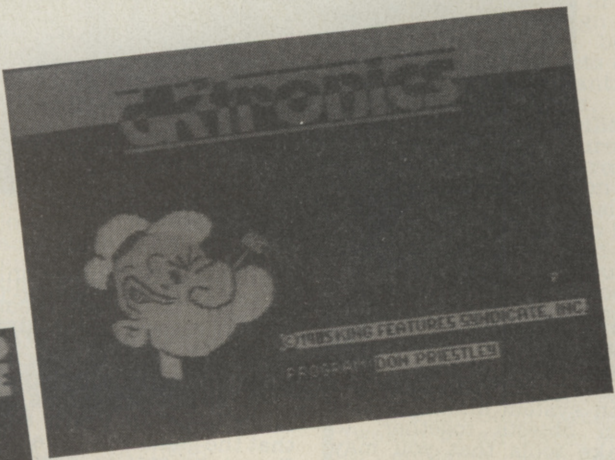
To start with, you can only move your man up and down the baseline. Keyboard response is dreadfully slow and you have great difficulty getting to the ball in time. At least I think you do. The graphics are not particularly clear and you have considerable trouble in picking up the path of the ball. If you do get to the ball in time, you press the "P" key to hit the ball, releasing the key quickly to hit the ball to the left and slowly to hit it to the right.

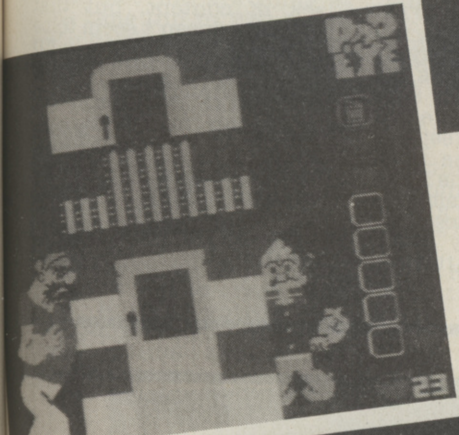
To be honest, the game is totally unplayable and you would have much more fun playing Pong. If you want a tennis game for your Spectrum, then save up and buy a copy of Psion's Match Point, which is excellent. On the cassette inlay, Atlantis describe Superbrat as the most authentic tennis game available for the Spectrum. They cannot be serious. This is the pits.
GH

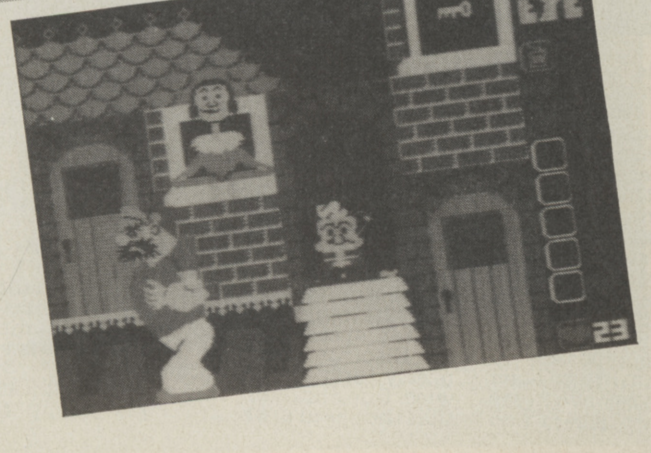
PLANET RATINGS

Originality	—
Graphics	—
Use of machine	—
Value for money	—

STAR RATING
Black Hole







LAZY JONES
IS NOW
AVAILABLE ON THE
TATUNG EINSTEIN
(EINSOFT APPROVED)
"One of the best Einstein games yet"
Pop. Comp. Weekly VOL 4 №25
TERMINAL

Title: That's The Spirit
Computer: Spectrum 48K
Supplier: The Edge
Price: £7.95

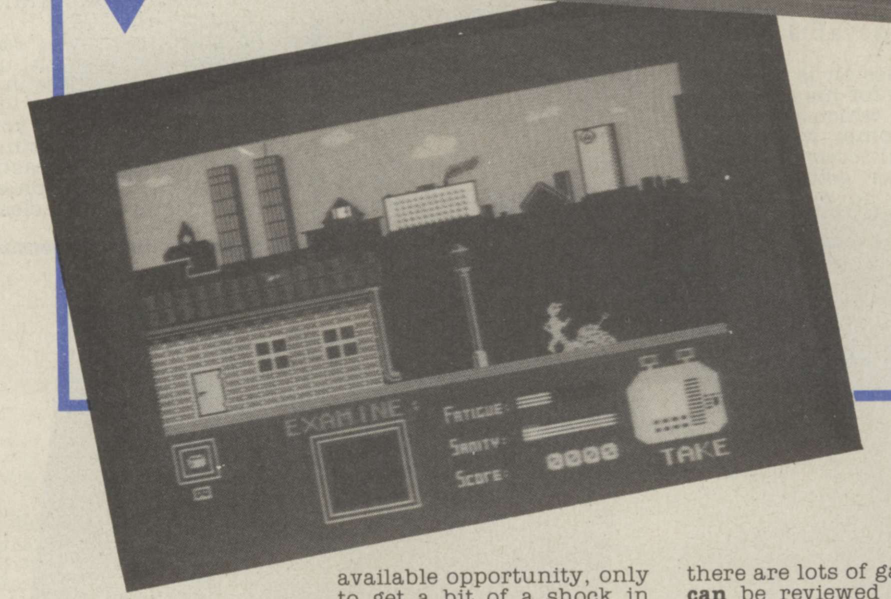
This arrived at the Gamer offices about thirty seconds before our final deadline, so we didn't have time to get a long way into it before the men in white coats came to take us all away 'till next issues reviews have been done.

Fortunately the game has a turbo loader that's quite quick, so I got a reasonable look at it, enough to grab my attention and ensure that I'll go back and give it a good going over as soon as I can.

Imagine a game that is an animated adventure (like Valhalla, but with better graphics), uses a variety of single key commands and a keyboard overlay (like Lords of Midnight), and has an icom system for manipulating objects (like A View to a Kill), and you've more or less got 'Spirit'.

The introduction on the inlay is a bit weird. It seems the game is set in 1996, a time when all the cities in the world have been renamed New York, and the 'second prohibition' has been declared, banning all spirits. Now I thought that meant booze type spirits until I read the note about the ghost detector device, and saw the spooks on the screen indulge in a bit of GBH on my little man. However, the inlay notes don't give anything away, so you're on your own when it comes to figuring our your goal.

THAT'S THE SPIRIT
THE EDGE



The graphics are very good. Your man walks along the streets of New York, passing various buildings, and objects that are needed to solve the puzzles you encounter. The icon system allows you to join objects together, to make tools that you may need, and the keyboard controls offer options such as 'Hold' 'Take', 'Examine', 'Throw' and so on. There's even a 'Swear' option, which, needless to say, I used at the first available opportunity, only to get a bit of a shock in return!

I didn't have time to explore very far, so I'm not sure how large the playing area is, but as long as it's fairly large I'm pretty sure that the game will have sufficient content to keep me at it for quite some time. Despite the brief time I had to review it in, 'Spirit' was one of those games that seemed to grab my attention immediately. After all, there are lots of games that **can** be reviewed in just a few minutes due to their lack of content, but that certainly doesn't seem to be the case with 'Spirit'. **SD**

PLANET RATINGS

Originality ●●●●
Graphics ●●●●
Use of machine ●●●●
Value for money ●●●●

STAR RATING
Red Giant

Title: Aabatron
Computer: BBC
Supplier: Beven Technology
Price: £7.95

This game is a sort of Robotron with lots of added extras. There are a number of screens, each one with a different pattern of walls in it and a different concentration of the different kinds of aliens. The aliens initially start off stationary, but start to move after you have shot a few.

The aliens come in a number of different types, each with their own personality. Some types are invulnerable until they start moving, some seem to home in on you with lasers and others are just awkward.

A screen is completed by clearing out all the nasties with your gun. Four directional movement is used with the gun firing in the direction that you were facing, rather than the complex Robotron controls.

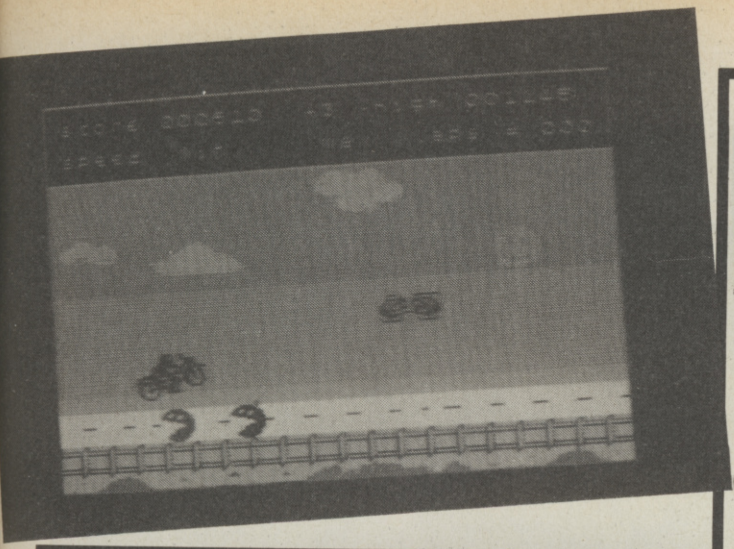
The options are also quite comprehensive, there is the ability to set one of five different speeds — the fastest speed is obviously for Electron users as it is pretty impossible otherwise. One annoying thing is that the speed always resets to the default setting at the end of a game necessitating going through the selection procedure again.

Altogether a reasonable game, though whether it is worth nearly £8 is up to personal taste. **MR**

PLANET RATINGS

Originality ●●●
Graphics ●●●
Use of machine ●●●
Value for money ●●

STAR RATING
Bright Star



Title:	**Desert Burner**
Computer:	**48K Spectrum**
Supplier:	**Creative Sparks — Sparklers Range**
Price:	**£2.50**

As the leader of a band of freedom fighters, you are trying to deliver a set of plans. To help you on your mission, you are equipped with the Desert Burner — a high performance motorbike.

Driving along the road, you encounter several hazards such as cars, lorries, holes in the road and mutant Pac-men. Obviously the steering has gone on your bike as all these obstacles have to be jumped over. How far and how high you jump is determined by how fast you are going at the time (up to 220 mph). The combination of correct speed and timing is nicely done though why you have to jump trees at the side of the road I am not too sure about.

To add to your troubles, you are being hunted by enemy helicopters. You should shoot these down as soon as possible as they get in the way whilst jumping, causing you to crash. You get bonus points for shooting them down, otherwise points are gained depending on how far you travel.

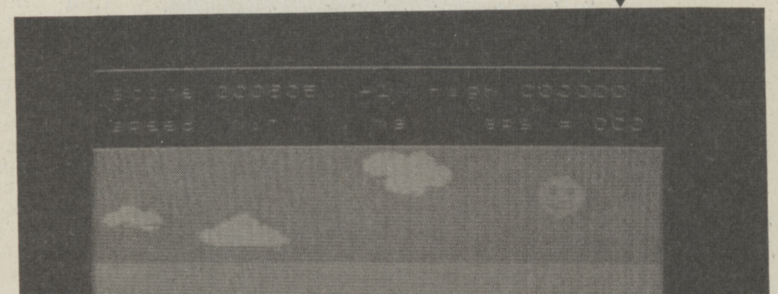
There are two different tracks to choose from and you are able to preview either by going into a cheat mode which allows you to collide with objects without losing a life. The screen changes through night and day although this does not seem to affect the way the game plays at all.

I found this quite a skillful little game to play, not least because of the joystick controls of up to accelerate and down to jump (right to accelerate, up to jump would seem more logical). It has a certain addictiveness to it and is the sort of game you would play for the odd half hour, trying to drive those few extra miles. **GH**

PLANET RATINGS

Originality	●●●
Graphics	●●
Use of machine	●●
Value for money	●●●●

STAR RATING ○
Bright Star



Title:	**Action Biker**
Computer:	**Spectrum 48K**
Supplier:	**Mastertronic**
Price:	**£1.99**

The trend towards games that are born out of merchandising and licensing deals continues, and has now got to the stage where some games have virtually become computerised adverts for particular products. The trouble is that so far, most of these games have been so feeble that they've not been very good adverts either for the product or for the software houses involved.

Action Biker, produced by Mastertronic, in association with KP (the crisps people), does little to change the state of affairs, I'm afraid.

Clumsy Colin is the character featured in the advertising campaign for KP 'Skips' (Skips being small crunchy objects consumed in great quantities by young children, but then, so are caterpillars), and it is the adventures of Colin as he travels around streets and houses on his bike that form the basis of the game. Colin has to find his friend Marti and get him to a spaceport, but to do this he needs to locate fifty objects hidden in some of the 150 houses in the game. What I don't understand is that the instructions tell you that the game ends when Colin wakes up (woken by an alarm clock or collision with other vehicles!) — but surely if he's on a motorbike he should be awake already — it's all very odd.

The (static) drawing of the various houses and streets is fine, but the graphics for Colin on his bike, and the other vehicles on the roads are small and quite flickery, and only move across the screen one character square at a time rather than being smoothly animated (like the bike in Microsphere's 'Wheelie').

Along the way, Colin can enter some of the houses to find the objects he needs. The cassette inlay has a couple of screen shots of the interior of these houses and they look quite promising — being Atic Atac style overhead views of the rooms. But, once you get into these rooms you find that there is nothing to do there. If there is an object in the room, then a line of text will appear telling you that you've collected the object, but that's all; there's no animation, no combat, no manoeuvering to collect the object, just a static shot of Colin standing in a room, which I'm afraid didn't prove terribly addictive. Neither, for that matter, did the rest of the game. I'd 'Skip' this one if I were you (yuk, yuk). **SD**

PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●●
Value for money	●●

STAR RATING ◒
White Dwarf

TERMINAL
software for computers of the future
061-798 6404

Title: Gridtrap
Computer: All MSX
Supplier: LiveWire
Price: £1.99

Gridtrap's debut on the MSX is not marked by the excellence of the conversion but by its bargain price. A pity everything else in the MSX world could not be such a bargain.

The game consists of a grid of squares punctuated by the occasional skull and crossbones and a bomb with a lit fuse. Roaming around the grid you can see one or more bovver boots which stomp around trying to crush your player represented by a moving head.

The aim of the game is quite simple, get to the bomb before it explodes. The reality is not as simple as this, as you move around the grid, avoiding the skulls and the boots, each square stepped upon disappears forming barriers to your progress should you need to retrace your path to defuse the next bomb and it is easy to strand yourself with nowhere to turn if you are not careful. Help is at hand because you can scroll the screen left and right if there are any vacant squares available and in this way you can pull an escape route towards your little man.

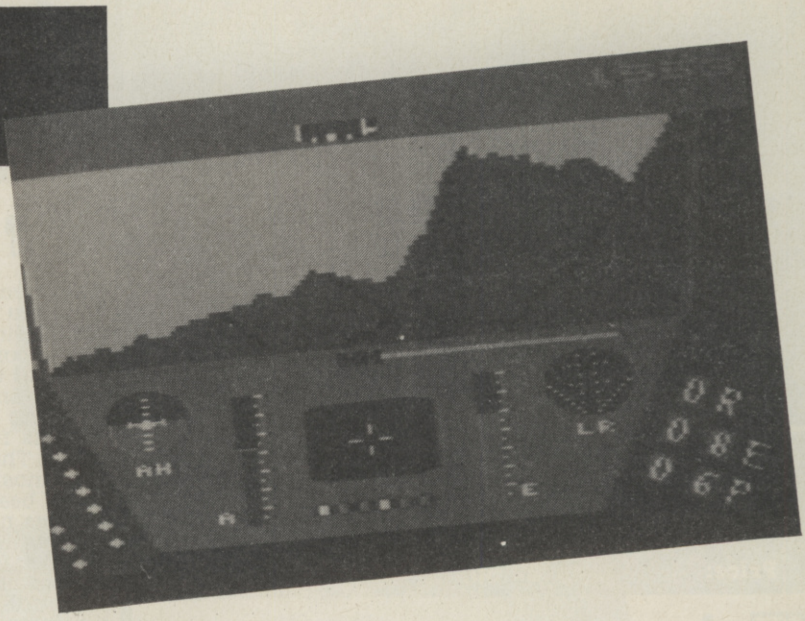
Scattered liberally about the screen are several flags which gain bonus points should you reach them. At first this is relatively easy to do but as the game progresses the number of boots and skulls increase and you must focus your attention on defusing the bomb rather than going for the highest possible score.

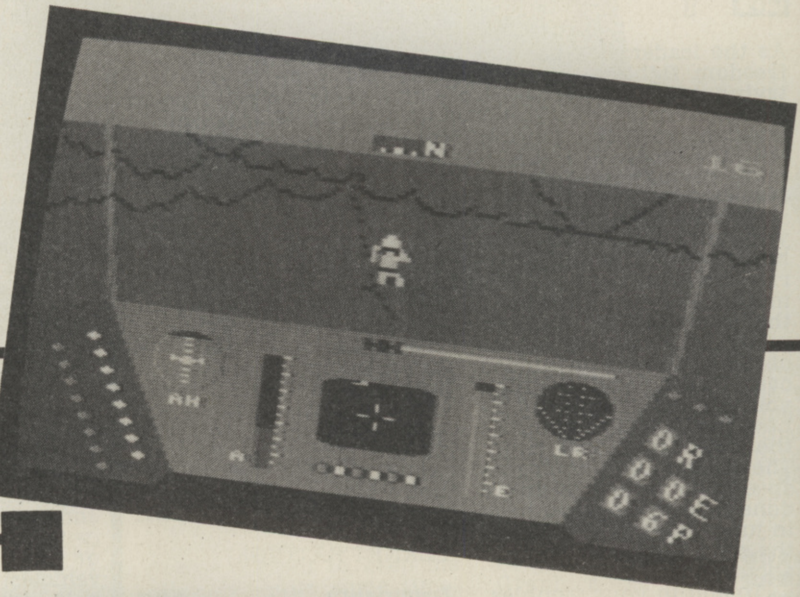
I have played this game on the Commodore 64 and although the graphics are not up to the same standard, it is just as challenging and interesting to play in its converted form. **JG**

PLANET RATINGS

Originality	●●●●
Graphics	●●
Use of machine	●●●
Value for money	●●●●●

STAR RATING
Red Giant





Title: Rescue on Fractalus
Computer: Atari
Supplier: Activision
Price: £9.99

Fractalus is an extremely hostile planet. Already your fellow pilots have been shot down by the dreaded Jaggi's. Now you're in the cockpit of your Valkirie fighter ready for action.

After take off you dive down to fly over a fractal generated landscape. Fractals are randomly generated mathematical shapes that, in this case, form a realistic landscape. This includes mountains that you can fly around, gulleys you can fly through and landing areas where you must land to rescue your fellow pilots.

The Jaggi's are naturally out to stop you and shoot at you from gun emplacements on the ground and on mountain tops as well as from their saucers.

Your Valkirie fighter has no less than 18 different instruments including a radar that will locate your fellow pilots. It is vital that you get to know your instruments well as in the games later levels you have to fly in darkness by your instruments alone.

When you land to rescue a pilot you have to turn off your systems so that you don't fry him on your shields. However you should keep a watchful eye, for the figure running towards your ship may in-fact be a Jaggi. Once you're sure it's a pilot then open the door and let him in or he'll quickly get impatient and start banging on the door. Leave him too long and he'll sufficate losing you valuable points. **TH**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova

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TH

Title: **Merlin**
Computer: **C64**
Supplier: **Creative Sparks**
Price: **£2.50**

Released by Creative Sparks under their budget Sparklers label, Merlin is best described as a sort of Medieval JetPac. You play the part of Merlin (surprise, surprise) trying to overcome the combined forces of evil. Moving round the screen, you can attack these creatures with your spells, but beware! you must avoid the Hellwasp whose touch is lethal.

While destroying the nasties, you must concentrate on concocting your potion. This you do by collecting such varied ingredients as skulls, frog legs and jewels from the bottom of the screen, and depositing them in a large cauldron in the middle of the screen. When you have successfully acquired all the objects you progress to the next level.

The main criticism of this game is that the colours are all very pale and consequently it is rather difficult to see the Hellwasp etc. Also, when you get killed, you tend to rematerialise in the middle of a crowd of nasties and so lose another life. But all in all, its an average budget game and certainly playable albeit a little slow.

GH

PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●●
Value for money	●●●

STAR RATING
White Dwarf

Title: **St. Crippens**
Computer: **48K Spectrum**
Supplier: **Creative Sparks — Sparklers Range**
Price: **£2.50**

Everybody has their own favourite horror story about hospitals. The Carry On Films and Doctor in the House books add to our deepest suspicions. Such a hospital is St. Crippens.

Coming round after a minor accident, you discover that you have been admitted to the worst hospital in the world. Your only thought is how quickly can you get out. Needless to say, it is not going to be easy.

Your first problem is that you are only wearing pyjamas and you have no chance of sneaking past the guards on the door unless you acquire a set of civvies. So you start wandering through the many wards and rooms trying to find various garments. Intent on stopping you though are assorted nurses, porters and escaped mutants from the genetic engineering laboratory. You can also come a cropper (literally) by falling over one of the many bedpans that litter the place or skidding in a pool of polish.

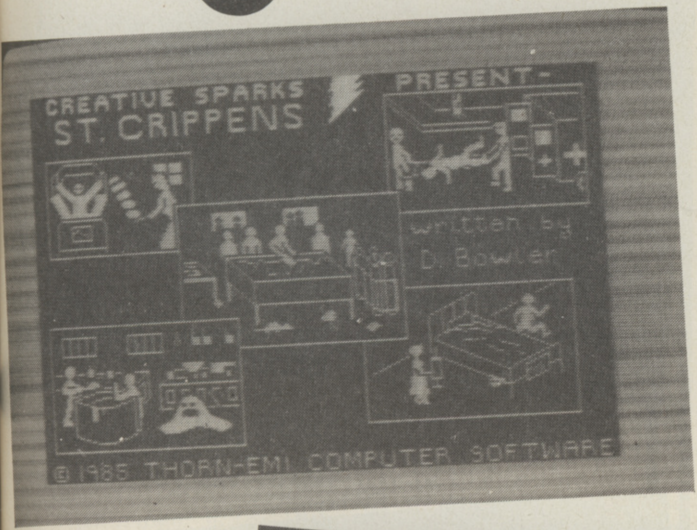
There is a message line on the screen which tells you how to go about your job, eg "Get me a bedpan and I'll give you a pair of shoes". Bedpans seem very popular. The colours are very limited — white drawings on a blue background and the movement round the screen is somewhat jerky, and while it may keep you quiet for an hour or so, it is unlikely to make you keep coming back for more.

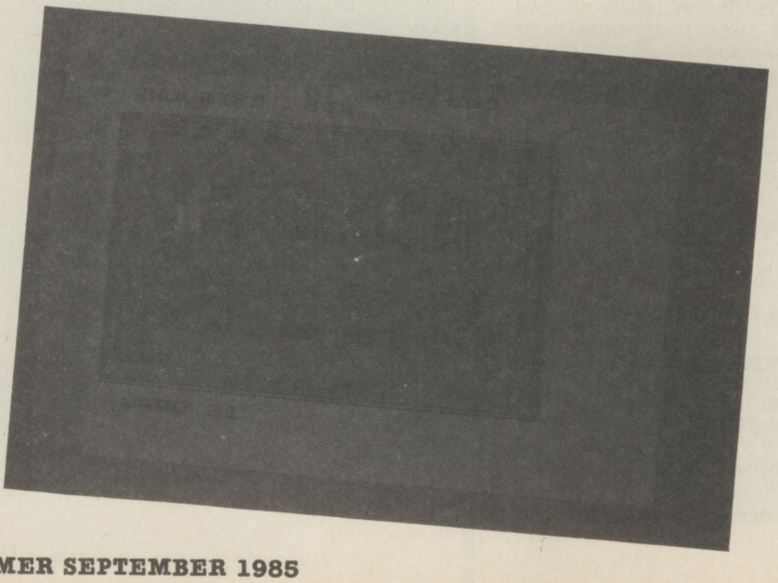
GH

PLANET RATINGS

Originality	●●
Graphics	●
Use of machine	●●
Value for money	●●

STAR RATING
White Dwarf





Title: Tour de France
Computer: Commodore 64
Supplier: Activision
Price: £9.95

Bonjour mes enfants, c'est moi again. Sorry I promised the Editor to drop the Franglais for this one. The scene is the opening day of the Tour de France bicycle race and the aim is to win as many of the etapes (stages) of the race as possible to become the supreme champion. Categorising this game is difficult because although up to six players can join the fun, only one can play at a time. Each player takes a turn at each etape trying to beat the other players and the record time given at the beginning of the race.

The game has a host of options within it, the first decision being whether to go for the practice mode or the competition proper. If practise is selected only one player can take part and no score table is produced at the end of the game giving a breakdown of your performance in each etape. Competition mode allows you to enter the players names and each can select the flag of the country which they wish to represent.

In both versions you can elect to go for the full Tour or just select a few etapes for a shorter game. Each etape differs in length and difficulty but this is a suck-it-and-see program so you only find out the levels by playing the game. You must also select the bike which you will be riding and this selection is made on the same basis as the choice of etapes, apart from being told that each one has different properties you must play the game to find out what these are. Fortunately, you can choose a different bike for each stage so a bad selection can be changed at the next stop over.

From the start I was impressed with the graphics which give a very realistic 3D representation of the route which snakes around the screen with a smooth scrolling action. As the bike turns left and right the character shape alters accordingly and even the shadow changes, giving credibility to the motion.

Movement can be achieved using either single or double handed keyboard operation or with the joystick. This does not mean that a joystick is optional because it must be used on the selection screens. I found the keyboard options to be the most flexible mode of operation allowing higher speeds to be reached and making it easier to steer. In the tradition of sport simulations movement is achieved by waggling the joystick to and fro or by pommelling two keys to make the cyclist pedal harder. Thank goodness this does not require the kind of frantic work that the 1500 metre event in Decathlon needs. Steering is achieved by two different keys or by pressing the fire button whilst leaning the joystick in the direction required. Each bike has two speed gears which may be used as circumstances demand to get the best possible speed.

I found the game to be extremely boring at first but once I had developed my cycling skills the hooks went in and I was shouting 'zoot alors' and 'hopla' as I crashed into the kerb for the umpteenth time. The game is like a drug, the more you play the more you want to.

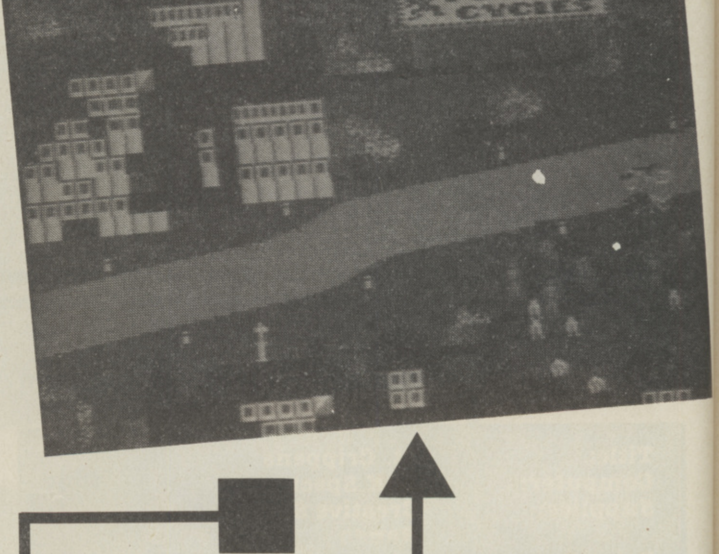
The only drawback with the game lies in its flexibility. It loads each etapes from tape individually so that selections can be made other than the Grand Circuit. Once completed the game must be totally reloaded to replay which is time consuming. My overall advice can be summed up in the misquoted phrase attributed to Norman Tebbitt: "On your bike" you won't regret it.

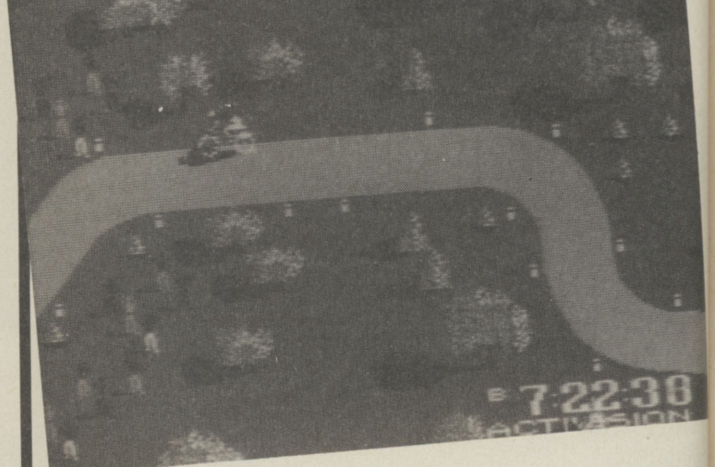
JG

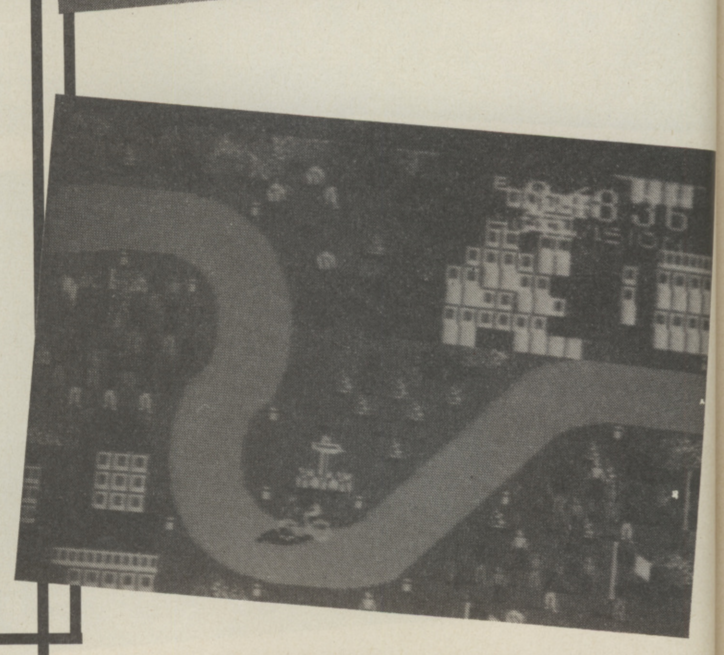
PLANET RATINGS

Originality ●●●●●
Graphics ●●●●●
Use of machine ●●●●
Value for money ●●●

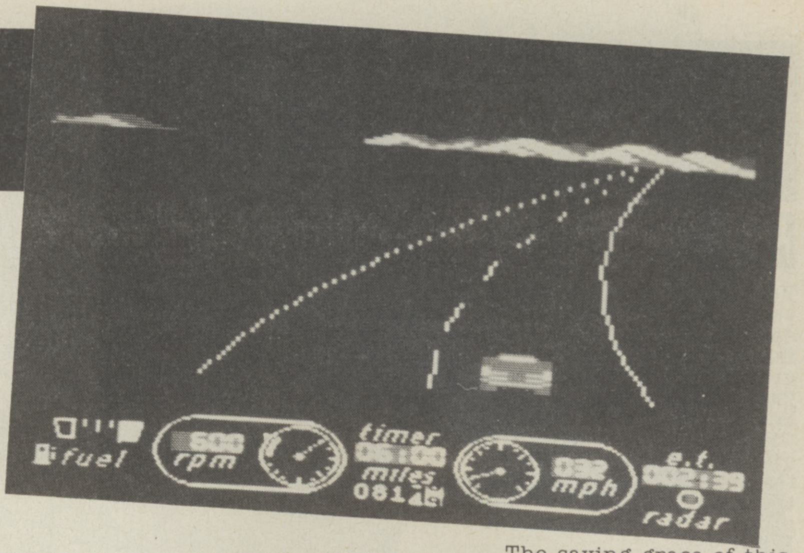
STAR RATING
Nova







Title:	**Great American Cross-Country Road Race**
Computer:	**Commodore 64**
Supplier:	**Activision**
Price:	**£9.95**



After Activision's recent rash of sport simulations with their complex rules it was quite refreshing to find a straight forward car racing simulator.

In typical Activision style the instructions are made to look long and complex because of the multilingual spreadsheet that they always insist on producing. For such expensive software I would expect better packaging than this. Why is it that their packages are always the ones which refuse to close and keep dropping their instructions all over my floor?

The game itself is fairly unexciting. At the beginning you choose which of the four routes you would like to try: Los Angeles to New York, Seattle to Miami, San Francisco to Washington or the US Tour which takes in every city on the map. For each route there is a top ten board which can be updated as your times gradually improve and the game also allows you to save the new table entries to tape for future use. Then with a press of the fire button you get a 3D view of the road and see a variety of vehicles overtaking you on either side. Steering your car along the road is easy compared to similar programs on the market but sharp zig-zagging makes the tyres squeal under the pressure and results in a loss of speed.

At this point the idea is to go from city to city within a given time limit without blowing up your engine, running out of petrol, or falling foul of the Law. You can blow your engine by over revving the engine without changing gear. Petrol can be obtained every 100 miles simply by pulling in on the relevant side of the road. If however you transgress and either of these problems strike then all is not lost but you will have to push the car to the nearest petrol station. A brush with the Law merely slows you down unless you can outrun them.

The saving grace of this game is that during the race night and day follow their normal cycle and half way through a stage you can see dusk fall into night. The weather also changes between sunny, rainy and snowy conditions, each bringing its own particular kind of problems. **JG**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●

STAR RATING
White Dwarf

Title:	**Wishbringer**
Computer:	**C64 and Atari**
Supplier:	**Infocom (Disk)**
Price:	**£31**

A new challenge from the kings of Adventure is good news for anyone who enjoys superb text adventures.

Wishbringer is the 16th adventure that Infocom have produced and follows such classics as the Zork trilogy, Suspended and Hitch-hikers Guide to the Galaxy.

In Wishbringer, you play the part of an office boy in the post office of a small town. You're sent by your nasty boss to deliver a strange letter to the Olde Magik Shoppe but instead you find yourself in a weird magical adventure where you must battle with the evil one who has taken over the town and its people.

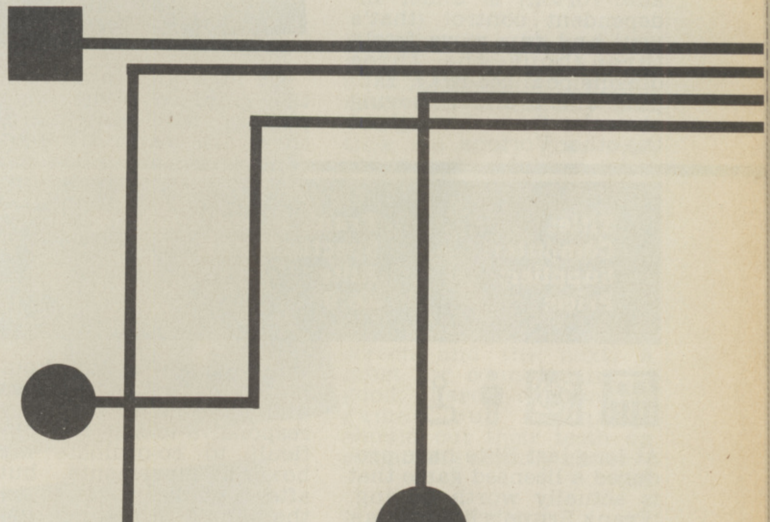
To help you, you are given a magical stone called Wishbringer which contains seven wishes which include "Freedom", "Light", "Darkness" and "Rain".

Wishbringer is also the way that Infocom give beginners a fighting chance of finishing the game. This is because using the stones wishes will get you out of sticky situations if your brains logic cells pack in under the pressure. However you have to use them wisely as they can be only used once.

Infocom aren't usually this generous but since Wishbringer is an Introductory Level game they thought they'd give you a chance.

The games packaging is, of course, superb and includes the sealed letter that you have to deliver to the Magic Shoppe, a map of the town and the Wishbringer stone itself.

Wishbringer is a superb game and well up to Infocom's usual high standard of text only adventures. If you haven't already been converted to the Infocom cause then buy this and you'll be hooked for life. **TH**

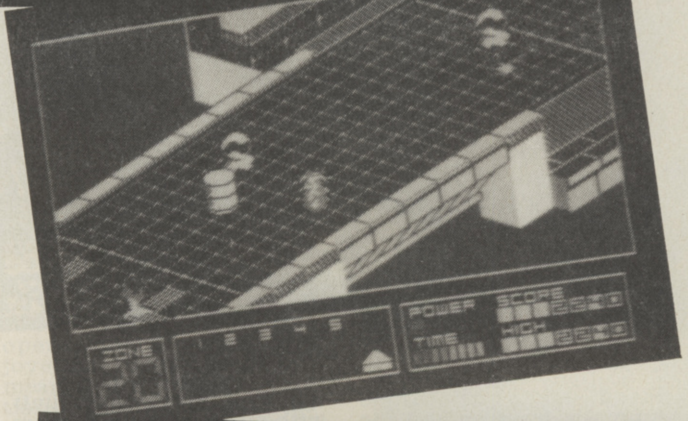


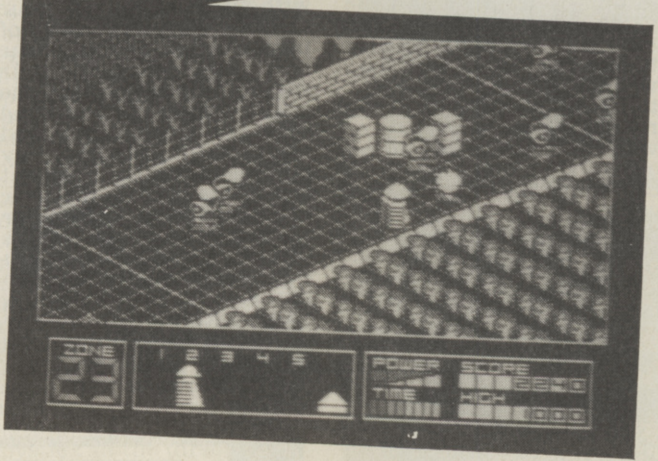
PLANET RATINGS

Originality	●●●●●
Graphics	—
Use of machine	●●●
Value for money	●●●

STAR RATING
Red Giant

Title: **Highway Encounter**
Computer: **Spectrum 48K**
Supplier: **Vortex Software**
Price: **£7.95**





Vortex Software got some very good reviews for their earlier games which featured three dimensional graphics of helicopters and jets flying over various landscapes. Now however, they've improved upon the quality of their graphics to the extent that they rival the quality of my all time mega-favourite game, Knightlore.

The game itself is relatively simple — a shoot 'em up between your force of Vortons and the alien beings that try to stop you from reaching their stronghold beyond Zone Zero, at the end of the highway.

Your five Vortons travel together in a sort of conga line, heading in a straight line along the road, and stopping only if an obstacle bars their way. As they go along, your Vortons push in front of them your secret weapon, the Lasertron. This is only activated when it reaches Zone Zero.

One of the Vortons (the auto-Vorton) is under independent control (that's you) and can move freely throughout the three dimensional roadway, zapping aliens and removing obstacles from the path of the other Vortons.

Though the quality of the graphics invite comparison with Knightlore, they are very different types of games. Knightlore, with all its rooms to explore and objects to collect was an arcade/adventure, but Highway Encounter is pure arcade and is faster and much more frantic that Knightlore. The three dimensional graphics put it in the front rank of shoot 'em ups. The animation is very smooth, and all the moving figures finely detailed. Like Ultimate, Vortex have wisely chosen to keep the use of colour quite simple to avoid attribute problems.

I found joystick control a bit confusing, so I opted for keyboard control instead, and though I got used to that fairly quickly I do think that there should have been a facility to allow the player to define his/her own choice of keys (some of us are left handed you know, and the fixed keys used by this game are in a right handed arrangement).

My only doubt is that as the highway is always the same, it might eventually get a bit boring going through the early stages of the game over and over each time you play (at least Knightlore allowed you to start in different places and take different routes). Mind you though, this is £2 cheaper than the recent Ultimate games, which makes it very good value.

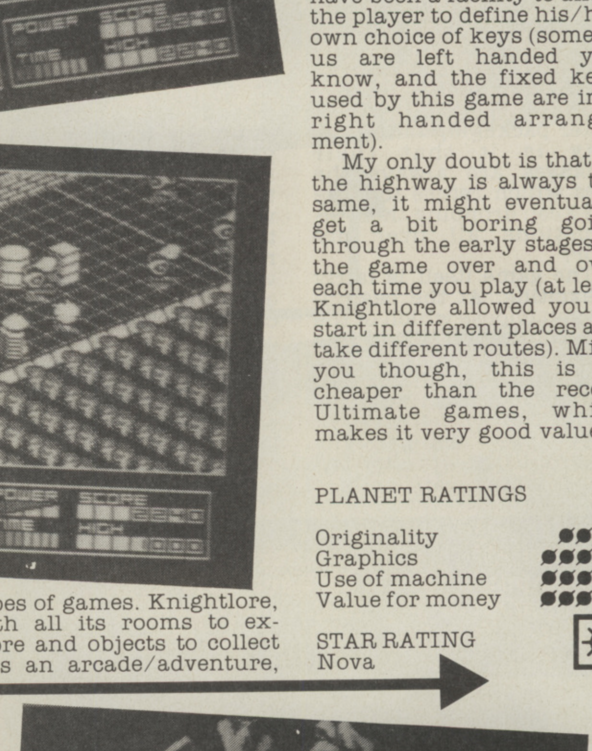
SD

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova

Title: **Frank Bruno's Boxing**
Computer: **Spectrum 48K**
Supplier: **Elite**
Price: **£6.95**



At long last Elite have produced a licensed game that is actually worth buying. 'Frank Bruno's Boxing' is a fairly accurate version of one of the arcade boxing games. You control Bruno, of course, who is represented by a see-through wire frame figure, over whose shoulder you look to see your opponent.

You have eight possible opponents. These are recorded on side B of the cassette and loaded in individually as you overcome each opponent in successive fights.

The controls available to you include left/right punching, ducking, dodging, raising and lowering your guard and (if you're doing well enough) a knockout punch. At first the controls didn't seem to be very responsive and it was difficult to co-ordinate my boxer's movements, but after a while I began to get the hang of it and my timing improved. Fairly soon things started to liven up and I was joyfully landing flurries of punches on my opponent's head, which had the disturbing habit of collapsing into a blob when hit.

As you defeat each boxer, you receive a code which you need to load the next one, and there's also a Hall of Fame for recording your best results.

The graphics are good, though the large figures of the boxers don't move as fast as perhaps they could. The boxers don't really move around the ring very much, but when they do move, the view of the spectators outside the ring moves from side to side a little to give you a clear view.

To be honest, I didn't really find that loading the additional boxers made all that much difference to the game. On the whole I think that this is an enjoyable game when played in short bursts, but during the few days that I had it for, it didn't really hold my attention for periods of more than about forty minutes.

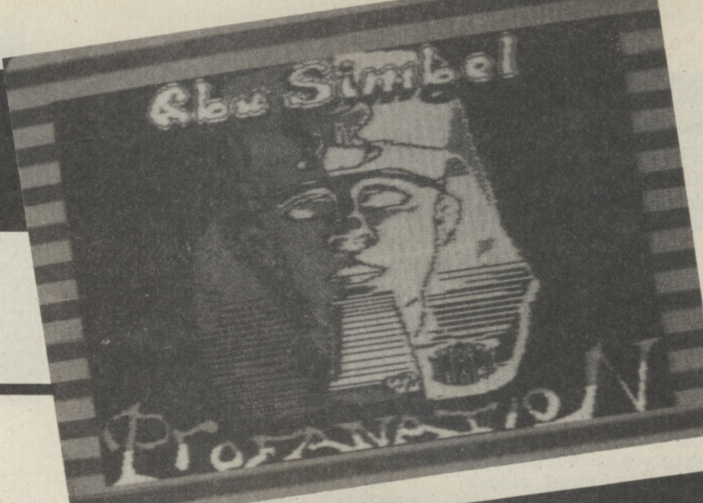
SD

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Bright Star

Title:	**Abu Simbel Profanation**
Computer:	**48K Spectrum**
Supplier:	**Gremlin Graphics**
Price:	**£7.95**



This review comes to you courtesy of Gremlin Graphics. Not because they sent Gamer a copy to look at, but because they also sent a cheat version for reviewers a few days later! For this is without doubt the most difficult platform game I have seen for any machine. It is also one of the best.

To call Profanation a platform game is not strictly accurate. It is more of a cross between a platform game and an arcade adventure.

You have entered into the ancient Egyptian temple of Abu Simbel built by Ramases II. All you have to do is find the way out. There is no scoring as such, no bonuses for collecting all the pieces in a given time. You just have to make your way through the various chambers and passages in search of your exit.

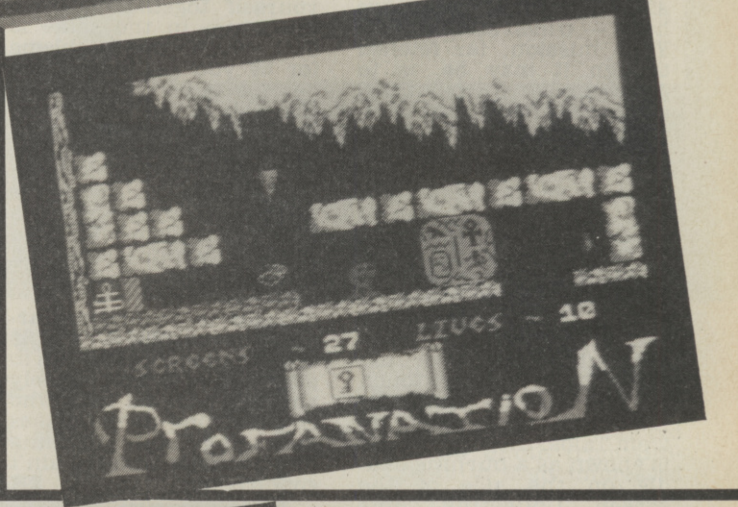
The graphics are superb. Instead of leaving you to work out the best route through a room, (such as in games like Manic Miner) your route is nearly always obvious. Large stone passages, spiders' webs, assorted Egyptian pictures an hieroglyphics all add to the atmosphere. Your character, the explorer Johnny Jones, is a large lovable creature who looks round at the obstacles blocking his way — a nice little touch.

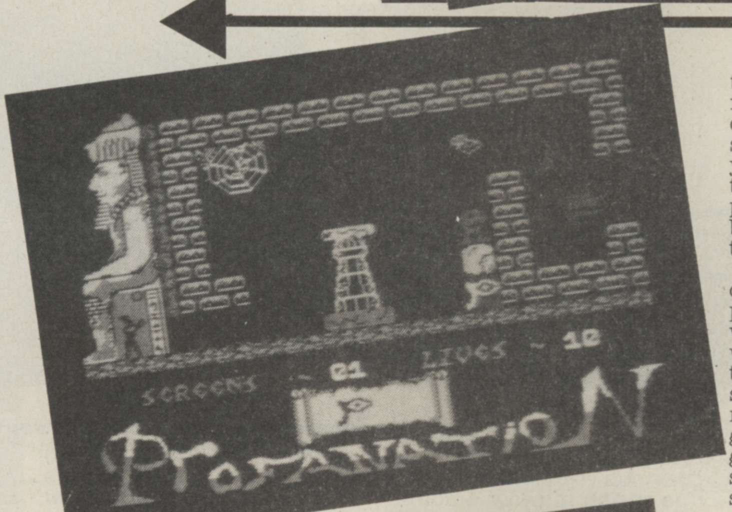
Getting through a room though is not so easy. Never have I seen a game where every obstacle requires such split second timing. Usually there are a few items with sufficiently long paths of travel for you to avoid easily once you have worked out the timing. But not here. Every jump seems to be a will I/won't I make it leap. Even the very first obstacle — a drop of liquid of which even a small splash costs you one of your ten lives caused a heated argument as to whether it was best to jump over it or run under it. One feature which I have not come across before allows you to make a normal jump or an extra high jump.

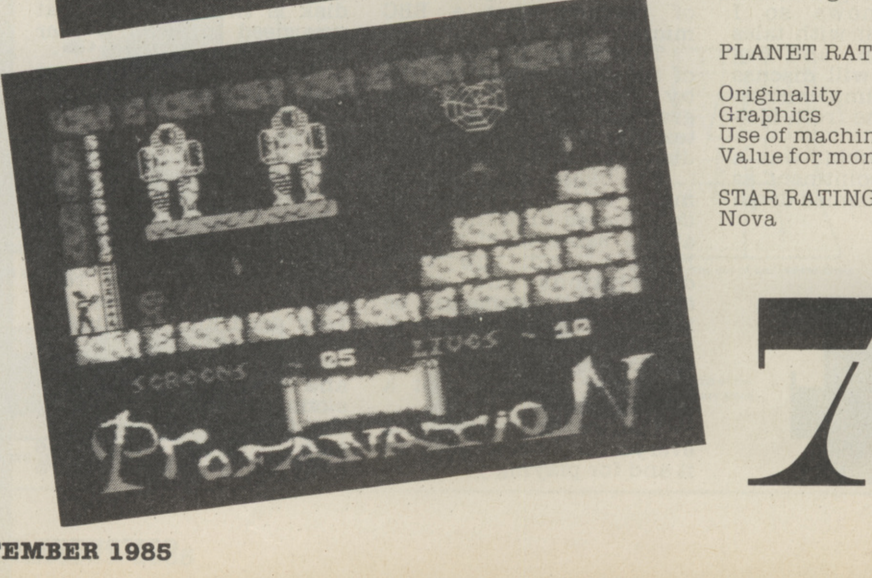
As you progress through the game, you find your way further hindered by large stone slabs, doors and statues. Finding the way to open these is one of the key parts of the game although you shouldn't have too much trouble working it out. When successfully activated, the door slides open to let you through to the next screen. This is very smoothly done and again adds considerably to the atmosphere of the game. So, not only do you have to make your way through the temple, you have to plan your route as well. Sometimes when you want to drop down a level, there are two paths to choose from. One will lead you successfully onwards, the other is a pit and you impale yourself on a series of lethal spikes with only a skeleton grinning at you as you die a horrible death. It took me many goes even playing the cheat version before I got anywhere near the end.

Profanation is an original variation on the platform game. Yes it is very difficult but it is well worth the few hours it takes to get onto the next screen and the next. A must for connoisseurs of good, hard, challenging games but beginners should cut their teeth on something slightly easier.

GH







PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Nova

Title: Talos
Computer: Spectrum
Supplier: Silversoft
Price: £7.95

Subtitled, worse things happen to robots, Talos is an unusual arcade adventure.

Talos is a robot who unfortunately has been broke into seven different pieces. All this is left is his bronze hand — which still has life! Your mission, far fetched though it may be, is to guide the hand around 200 screens of English countryside to find the rest of him. First his arm then his body and so on. Once completed, Talos must find the vault and claim the Crown of Eternity.

This is important since the loss of the crown has obviously peeved the local animals. For normally docile bunnies and frogs are out to get poor old Talos. In fact a single touch from a hopping bunny or flapping bird will drain life from Talos, the amount left is shown as a burning candle on the side of the screen. Collecting some specific objects such as money or bags of ice will add more onto the candle. If you manage to build it back up to its starting height then you'll get a bonus life. If it burns out then you lose one of your 3 lives.

Scattered throughout the screens are deckchairs and signposts as well as deadly flowers and ponds.

Since the pieces of Talos are randomly located some might end up in a pond in which case you'll have to dive in amongst the fish to get it.

Although pulling yourself together is your main aim in the game is does cause your problems for as you get bigger you become an easier target for the killer bunnies. Therefore you scout for all the pieces before you use any. If you think you might forget where in the maze of screens your arm is then you can mark it with a magnet which you can trace with your built in compass.

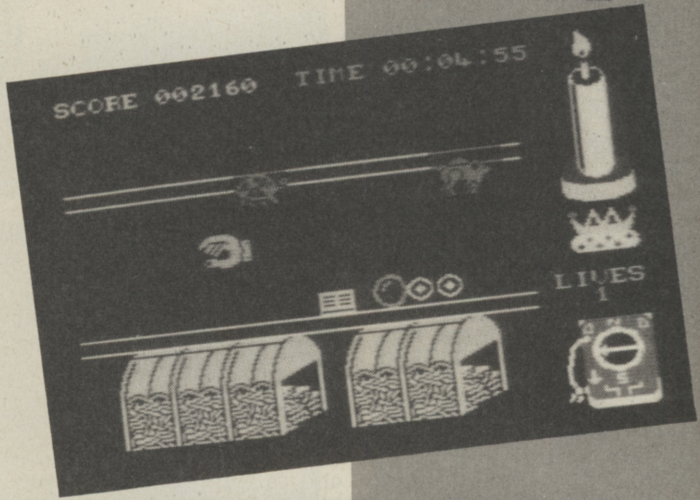
Talos is an original arcade adventure which is both challenging and fun to play. Buy it immediately and help poor old Talos who is, according to the games packaging, still humming his favourite tune "I ain't got no body". **TH**

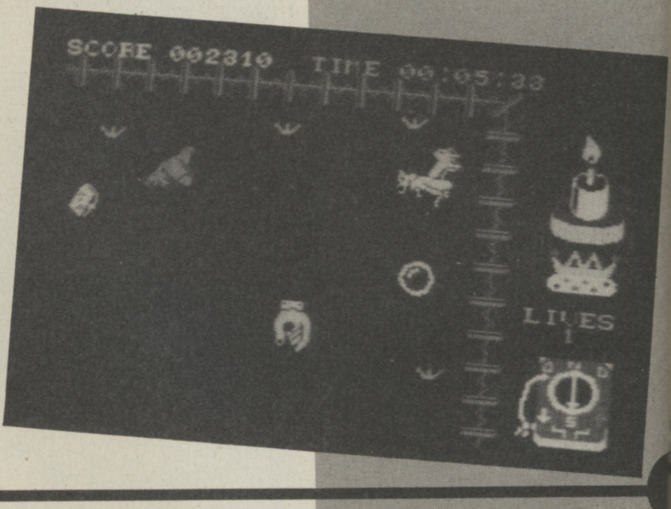
PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant

TALOS
Copyright
SILVERSOFT
1985





Title: Disk Hobbit
Computer: BBC Micro
Supplier: Melbourne House
Price: £17.95

The Hobbit is a game that everybody knows so I shan't bore you with tales of Bilbo Baggins and Bag End, rather I will discuss this, the latest implementation of the game from Melboune House.

BBC tape Hobbit was a bit of a disappointment as the text was trimmed down slightly and there was none of the graphics that featured in any of the previous versions. This was due to the miserly amount of memory that a BBC micro is left with.

This latest disk version of the game solves all this by having all of the graphics and some of the text on disk, so constant disk accessing is called for.

By using this method much better graphics can be achieved than the 'all in at the same time' type of Hobbit and the text descriptions and other aspects of the game can be improved upon. This is because using the disk as a virtual memory system you have the equivalent of a 200K game.

The original disk has everything compressed on it and for playing you must expand this onto one 80 track or two 40 track disks of your own. The original disk is twin sided so that you need to swop it over every now and again.

When you copy these disks the copier that does it will not allow you to copy across two disk drives — even if you have them, so it can take a long time.

The graphics are displayed in mode 1 graphics in a small part of the screen that you toggle between and the text display. The pictures are very good and mottling is used to good effect.

This is a very good game and this one of the best versions yet to appear. Only the Commodore disk version with its incredible graphics is better — there is certainly nothing better for the Beeb that I have seen.

NB. There is a problem with the protection of the game. The protection is so heavy that it will only run on the lowest level of unexpanded disk BBC micro. If you have a BBC+ or a non-standard DFS then you can forget it. Melbourne House have no plans to launch an all-machine compatible version. **MR**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Super Nova

QIX
FOR ALL ATARI HOME COMPUTERS
ATARI
HOME COMPUTERS
QIX
QIX COMPUTER GAME
ATARI 600XL
ATARI

COMPETITION R·E·S·U·L·T·S

This month we announce the winner of our Silica Shop Competition in which we asked you to design a fortress.

The prize up for grabs for the best designed fortress was an Atari 600XL games pack complete with joystick and two cartridge games.

The incredible response we had illustrates the resurgence in interest of these excellent machines. In fact the Gamer offices were swamped in fortresses of all shapes, sizes and purposes.

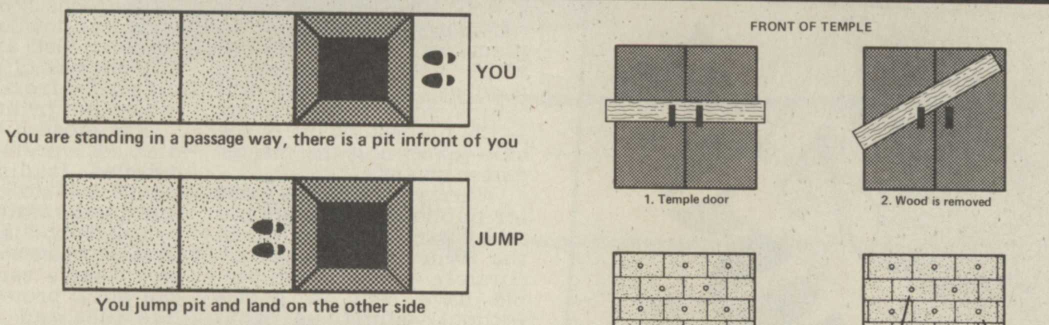
Some were to defend Atari research installations, others the Gamer office. One was a heavily armed supermarket designed to protect the very last tin of baked beans from the straving masses. The floors of the shop were patrolld by trolleys, roaming bacon slicers and TV personalities that would trap you into tasting margarine.

The fortresses were being attacked by a variety of creatures including battle crazed aliens, red and blue bees, mutant spagetti and smurfs.

The winning entry was obviously inspired by the exploits of Indiana Jones as it was set in a temple in Peru.

The author, 16 year old Matthew Smith from Gillingham in Kent impressed the judges with the design, and layout of the temples ingenious traps which could feature on both arcade and adventure games.

Congratulations to Matthew and rather than print his entire entry (which would fill the whole magazine), heres a selection of some of the deadly traps to be found in the Temple.


YOU
You are standing in a passage way, there is a pit infront of you
JUMP
You jump pit and land on the other side
and a trap door opens up below you and you fall to your death
JUMP PITS
JUMP TWO PITS
You can jump these two pits (if you find the hidden trap)
FRONT OF TEMPLE
1. Temple door
2. Wood is removed
3. Doors fall down
Poison come out of wall behind doors
TOP OF TEMPLE
REAL WAY IN
Sliding panel on the top of the temple reveals a stairway going down into the temple

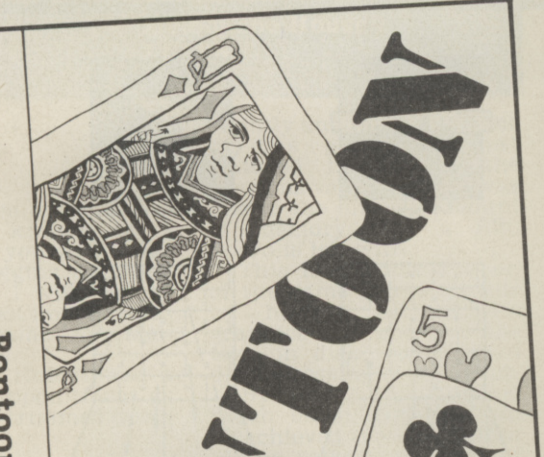
PROGRAMS PREVIEW

COMPUTER GAMER

The Sultan's Curse

The Sultan's Curse

You are imprisoned by the Sultan in this full feature adventure.



COMPUTER GAMER

Pontoon

£500 breaks the bank in this old card game.

Program listings (contrary to the belief of some of the more amateur magazines) have been extremely popular in Gamer. We have tried to have at least one game for each of the more popular computers. These games we publish are often up to commercial standards, as anyone who played 'Kitchen Kapers' will tell you.

So starting with this issue we are printing inlay cards for all the games in this issue so that they look good on your shelf with the rest of your software collection. They also have a brief description so if you don't play them for a few weeks, you don't have to search through back issues of Computer Gamer to find out what you are supposed to do.

Remember anybody that gets a game published is entitled to an Alpha Rating, simply send an SAE and a note saying when the program was published and what your membership number is and we will return your Alpha Rating — the highest award in the club (excepting the master gamer award).

When you submit a game for publication you should make sure that you fill in the form on this page accurately — one or two people have sent in games without telling us what machines they were for!

With your tape or disk and coupon you should include a brief description of the game in the same style as the other programs in this and previous issues. All documentation of this type should be double spaced (a blank line betwen lines of text) and typed clearly.

Also we need self addressed packaging suitable for returning the stuff in if the program is not accepted for publication.

We are looking for high quality machine code and Basic listings for the following machines: Commodore 64, C16, Spectrum, Atari (all types), BBC, Electron, and the Amstrad. All programs should be recorded on tape at the slowest baud rate, and a number of times on each side of the tape. State on the tape what baud rate it is at and how many times it is recorded on the tape, also include any special loading instructions.

When writing a program try to avoid any embedded graphics commands. This is really important with the BBC micro with its Teletext control codes, the Spectrum with its colour control codes, and the Atari with its graphics symbols. All of these cannot be listed on a printer. Also avoid having any chunks of memory being loaded from tape as this is also not printable.

For most submissions a disk is preferable, but detailed loading instructions need to be given — and please do not put any protection, jamming of break/reset/restore keys etc. There's very little you can do to protect anything like that and it is just a waste of time for us to break it.

Oh yes!, we pay well for any submissions that are sent to us. Send everything with the name of the computer that the game is for on the back of the parcel/package, to:

Program Submissions
Computer Gamer
1 Golden Sq
London W1R 3AB

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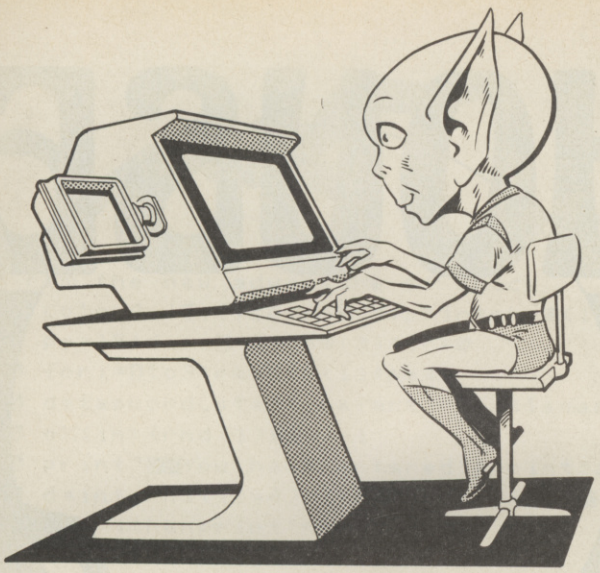
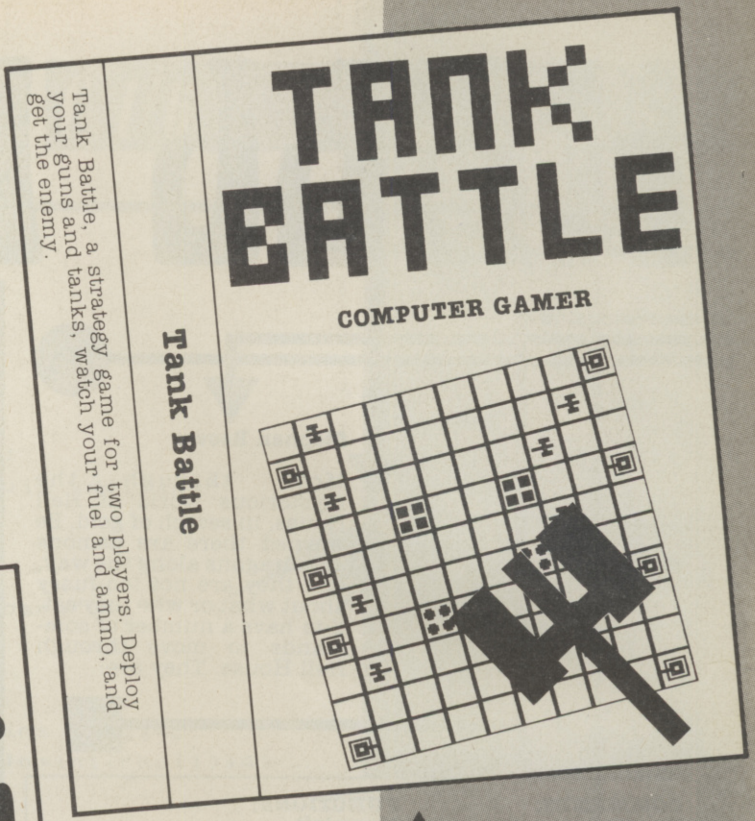
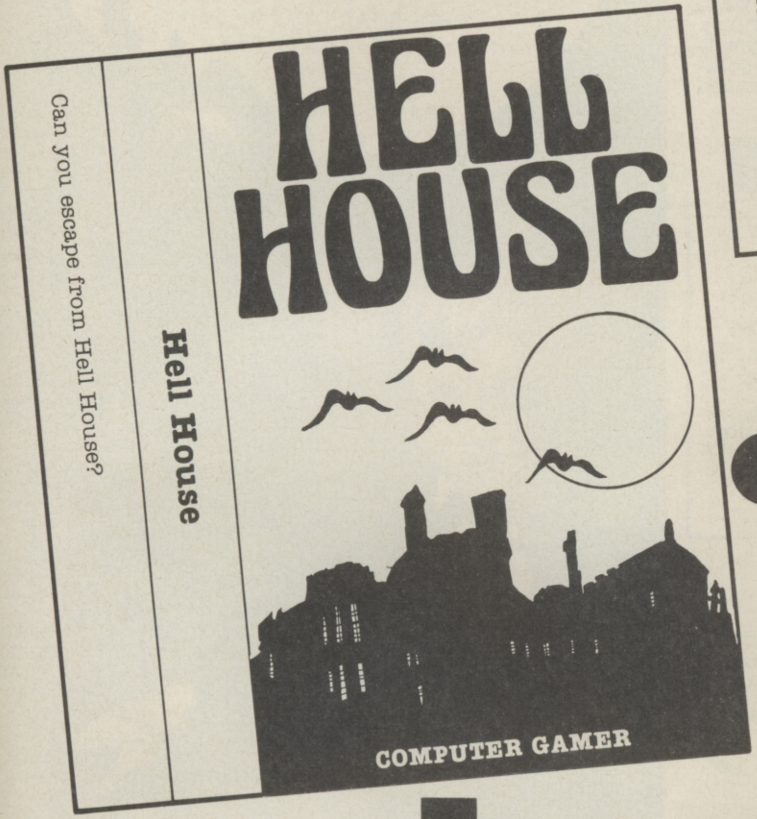



TANK BATTLE
COMPUTER GAMER
Tank Battle
Tank Battle, a strategy game for two players. Deploy your guns and tanks, watch your fuel and ammo, and get the enemy.


HELL HOUSE
COMPUTER GAMER
Hell House
Can you escape from Hell House?

Program Submissions
Computer Gamer
1 Golden Sq
London W1R 3AB

Name: ....

Address: ....

....

Telephone: .... ID Code: ....

Computer: ....

Program name: ....

Additional details: ....

HELL HOUSE

Stephen Reeves

Move through the mysterious world of Hell House, in search of gold. Be warned there are demons and dragons along the way, and they are not too fussy about what or who they eat. You have a number of commands to move through Hell House. They are:

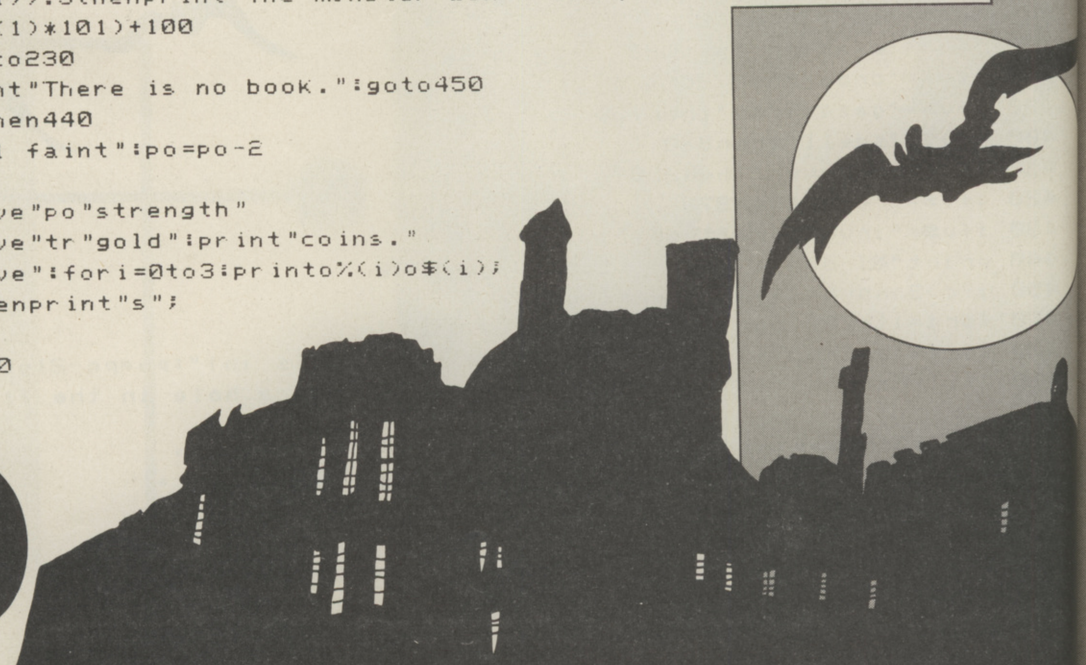
COMMANDS:	**FUNCTIONS:**
Go left	Move left.
Go right	Move right.
Go forward	Move forward.
Examine	Tells you what the object is.
Drop(the name of the object)	It drops the object.
Recover gold	Adds gold to your hoards.
Slay(dragon or demon)	Only if you have a weapon.
Gaze-into palantir	Reveals important information.
Read	Read book of spells.
Inventory	Tells you what strength, gold and weapons you have.
Get(name of object)	Picks up given object.

Between every command you must put a space. If you don't it will come up as 'I don't understand.'

```
5 rem the new adventure of chuck
10 color4,15,3:color0,8:printchr$(14)
20 po=15:dimo%(3),o$(3):tr=0
30 for i=0to3:reado$(i):next
40 datasword,staff,palantir,tailsman
50 o%(int(rnd(1)*2))=1
60 print"▒▒You have entered":print"a ";
70 d=int(rnd(1)*4):ifd=0thenprint"█n evil smelling"
80 ifd=1thenprint"homely"
90 ifd=2thenprint"dark and wet"
100 ifd=3thenprint"dark,mystic"
110 d=int(rnd(1)*4+1):ifd=1thenprint" barn"
120 ifd=2thenprint" room"
130 ifd=3thenprint" celler"
140 ifd=4thenprint" attic"
150 c=int(rnd(1)*6):print",which contains a":c1=c
160 ifc=0thenprint"mysterious object.":o=int(rnd(1)*4)
170 ifc=1thenprint"book of spells."
180 ifc=2thenprint"horde of gold."
190 ifc=3thenprint"small animal rumaging in the corner."
200 ifc=4thenprint"dragon guarding it."
210 ifc=5thenprint"demon blocking your way."
220 ifc<3andrnd(1)>.6thenprint"There is also a demon.":c1=3
230 ifpo<1thenprint"▒Thou art slain▣":goto1010
240 ifpo<15thenpo=po+o%(3)
250 for i=0to3:ifrnd(1)>.9thenpo=po-o%(i)
260 next
270 print:print"What now":inputa$
280 v$="":n$="":p=1:for i=1tolen(a$)
290 ifmid$(a$,i,1)=" "thenp=2:goto320
300 ifp=1thenv$=v$+mid$(a$,i,1)
310 ifp=2thenn$=n$+mid$(a$,i,1)
320 nexti
330 print"▣"v$" "n$"▣"
340 ifv$="slay"then560
350 ifv$="go"then620
360 ifv$="get"then650
370 ifv$="examine"then680
380 ifv$="drop"then720
390 ifv$="gaze-into"then750
400 ifv$="spell"then830
410 ifv$="recover"then920
420 ifv$="read"then970
430 ifv$="inventory"then1010
440 print"▒I don't under stand▣":goto230
450 ifc>3andrnd(1)>.7thenc1=c1+1
460 for i=1to750:next
470 ifc1=1andrnd(1)>.9thenprint"The roof falls in!":po=po-2:goto230
480 ifc1=2andrnd(1)>.9thenprint"You fell down a hole in the floor.":po=po-3:goto
230
490 ifc1=3thenprint"The animal keeps it's distance."
500 ifc1=4andrnd(1)>.6thenprint"The dragon advances."
510 ifc1>5thenc1=5
520 ifc1<5orrnd(1)<7then230
530 ifrnd(1)>.7thenprint"He kills you!"po=0:goto1010
540 goto230
550 print"The dragon attacks you.":po=po-int(rnd(1)*4)
```

```
560 ifc1<3thenprint"There is no dragon.":goto450
570 ifo%(0)=0thenprint"■You have no weapons!■":goto450
580 po=po-int(rnd(1)*3)
590 ifc=5andrnd(1)>.6thenprint"The monster lives.":goto450
600 print"The beast is dead.":c1=0
610 goto450
620 ifc1>2andrnd(1)<c1/7thenprint"The monster won't let you.":goto450
630 ifn$<>"left"andn$<>"right"andn$<>"forward"then390
640 print"OK":goto60
650 ifn$<>o$(o)thenprint"There is no "n$:goto450
660 o%(o)=o%+1:print"OK"
670 goto450
680 ifc1>3thenprint"This angers the beast.":c1=c1+1:goto450
690 ifc>0thenprint"There is nothing to examine.":goto450
700 print"The object turns out to be a "o$(o)"."
710 goto450
720 fori=0to3:ifn$=o$(i)ando%(i)=0thenprint"You don't have a "n$:goto450
730 ifn$=o$(i)theno%(i)=o%(i)-1:o=i:print"OK"
740 next:goto450
750 ifn$<>"palantir"thenprint"You can't gaze at that.":goto450
760 ifo%(2)=0thenprint"You don't have a Palantir.":goto450
770 ifrnd(1)>.3then810
780 ifrnd(1)>.5thenprint"The globe remains blank.":goto450
790 ifrnd(1)>.5thenprint"You find a dragon lurking in the shadows.":c1=3:goto490
800 print"You see a lot of gold in your Journeys.":goto230
810 print"You fell weaker."
820 po=po-1:goto450
830 ifo%(1)=0thenprint"You haven't the means to cast a spell.":goto230
840 ifn$<>"demon"thenprint"You can't spell that.":goto450
850 ifc1<3thenprint"There is no dragon.":goto230
860 ifrnd(1)<.8then890
870 print"Your spell failed.":print"It has angered the beast."::c1=c1+1:goto460
880 goto450
890 print"The spell worked.":c1=0
900 ifrnd(1)>.6thenprint"But your staff snapped with the strain.":o%(1)-1
910 goto230
920 ifc<>2thenprint"There is nothing to recover.":goto450
930 ifn$<>"gold"thenprint"that cannot be recovered.":goto400
940 ifc1>2andrnd(1)>.3thenprint"The monster won't let you.":c1=c1+1:goto460
950 tr=tr+int(rnd(1)*101)+100
960 print"Ok"::goto230
970 ifc<>1thenprint"There is no book.":goto450
980 ifn$<>"book"then440
990 print"You fell faint":po=po-2
1000 goto230
1010 print"You have"po"strength"
1020 print"You have"tr"gold":print"coins."
1030 print"You have":fori=0to3:printo%(i)o$(i);
1040 ifo%(i)<>1thenprint"s";
1050 print:next
1060 ifpo>0then450

ready.
```



AMSTRAD

The Sultan's Curse

Steve Lucas

Many years ago, I set out on a difficult and dangerous mission to find the Jewel of the East. On my travels, I came across an evil magician who persuaded the Sultan to imprison me. For many years, the Sultan kept me in his dungeons, but last week he decided to transfer me to the top of the most inhospitable mountain in the land. At the moment, I am wandering around the plateau looking for a way to escape to freedom.

Please help me in my quest by giving me instructions in the form of one or two word sentences such as 'climb rope'.

Here is a list of some of the words I understand:
n,s,e,w,in,out,up,down, inventory,embark,board, boat,eat,drink,score,pray, inventory,drop,leave,put, get,take,grab,wear,give,sit, wait,read,say,speak,jump, tie,fasten,knock,throw, swim,unlock,help,quit, pull.

Just in case you get stuck, here are a few hints. I suggest that you don't read these unless you are really stuck!

1. Don't try to get the pottery!
2. Prayer often works in the temple . . . even twice!
3. Wear the rubber gloves to prevent electric shocks.
4. The old lady keeps asking for a cup of tea.
5. If you get trapped by the dog, drop some chocolates for him.
6. Give the old sailor his pipe and he'll be willing to help you.
7. If you are lost in the sand dunes, you should wait for some help.
8. The Wizard will help you if you give him the book.
9. To get into the cavern where the runes are, say the magic word . . . this is to be found if you read the book.
10. Follow the instructions given by the wizard very carefully to get on the magic carpet.
11. If you decide to knock on the palace door, make sure that you have the silver.
12. Don't be tempted to jump from high places.
13. Tie the rope to something rigid before climbing.
14. Take the key to the village, or you won't escape.
15. Make sure that you know both magic words!

```
10 REM ** The Sultan's Curse **
20 REM ** an adventure for the A
mstrad CPC464 **
30 REM ** <C> Steve Lucas Februa
ry 1985 **
40 CALL &BC02
50 MODE 1:p%=2:BORDER 22
60 x$="Mind your language please
!":y$="O.K."
70 LOCATE 12,2:PRINT"The Sultan'
s Curse"
80 LOCATE 12,3:PRINT"===========
======="
90 PEN 2:LOCATE 8,5:PRINT"An adv
enture by S.W. Lucas"
100 FOR y=10 TO 102:MOVE 30,y:DR
AWR 300,0,1:NEXT
110 FOR y=102 TO 140:MOVE 180,y:
DRAWR 200-y*0.4,0,3:MOVE 180,y:D
RAWR y*0.4-200,0,3
120 NEXT
130 FOR y=130 TO 170: MOVE 240,y
:DRAWR 10,0,2:NEXT
140 FOR y=12 TO 30:MOVE 290,y:DR
AWR 30,0,3:MOVE 290,y+50:DRAWR 3
0,0,3
150 MOVE 120,y:DRAWR 30,0,3:MOVE
 60,y:DRAWR 30,0,3:NEXT
160 DIM s%(60,4),q$(60),g$(30),b
%(30),n%(30),n$(30),v$(10)
170 FOR x=1 TO 60: READ q$(x):FO
R y=1 TO 4:READ s%(x,y):NEXT y:s
=INT(RND(1)*1000+570)
180 SOUND 1,s,20,7:NEXT x
190 DATA on a narrow plateau. Th
e ground is soft underfoot. I ca
n just make out a villagein the
distance,0,0,2,0
200 DATA on a narrow plateau. A
large rock standson the ground h
ere.,0,0,3,1
210 DATA on the edge of a platea
u. I can see a   pile of sand un
derneath me.,0,0,0,2
220 DATA in a sanddune. To the n
orth there is a  tall cliff. The
 way to the south is     guarded
 by an evil Troll.,0,0,6,5
230 DATA lost in the sanddunes.,
5,5,5,5,on a narrow footpath lea
ding through thedunes.,0,7,0,4
240 DATA outside the Wizard's co
ttage. A sign on the door reads
'Spells for sale',6,9,0,0
250 DATA inside a the Wizard's c
ottage. It's verysmall in here.
The Wizard is sat in the chair s
moking his pipe.,0,0,0,0
260 DATA at the edge of the Fore
st of the Elves. A small tunnel
leads west.,7,11,0,10
270 DATA in a dark tunnel. The w
ay west is       blocked by fall
en rubble.,0,0,9,0
280 DATA in a gloomy forest.,9,1
2,13,12,in a gloomy forest.,12,1
2,11,12
290 DATA in a gloomy forest. The
re is a large    rock to the eas
t with strange runes on  it,0,0,
0,11
300 DATA inside a large cavern.
A large carpet   covers the floo
r.,13,0,0,0
```

The Sultan's Curse

```
310 DATA flying on a magic carpe
t over a strange land.,0,0,0,0
320 DATA on the steps of the Sul
tan's palace.,23,19,0,17
330 DATA in a narrow cobbled str
eet lined with   stalls. A begga
r sits with his bowl     between
 his legs.,0,0,16,0
340 DATA outside the Sultan's Ha
rem. The door is heavily guarded
.,0,0,19,0
350 DATA in a busy market square
.,16,21,20,18
360 DATA at the end of the marke
t square. There  are fewer stall
s here. A man with a dog on a le
ad leans in a doorway snoking a
 cigarette.,0,0,0,19
370 DATA in a wide street leadin
g to the town    gates. A shopke
eper is busy brushing thepavemen
t.,19,22,0,0
380 DATA at the town gates. They
 are locked at   the moment.,21,
0,0,0
390 DATA in the entrance hall to
 the Sultan's    Palace. A large
 white door is guarded bytwo eun
uchs.,0,16,0,0
400 DATA inside the Sultan's pal
ace. A large     marble statue s
tands in the middle of   the roo
m. A small door leads North.,25,
0,23,0
410 DATA in a small library. The
 sultan is        sitting in a ch
air reading a book.,0,24,0,0
420 DATA on a wide and dusty roa
d. To the west   lies the town.
The gates are locked!,0,0,27,0
430 DATA at a crossroads of a wi
de e/w road and anarrow n/s road
  A signpost points norhtbut the
 writing has faded.,30,29,28,26
440 DATA on a wide e/w road. The
 road to the eastenters a large
tunnel which has two     steel d
oors across its entrance.,0,0,0,
27
450 DATA outside the caverns of
Kraaspala.,27,0,0,0
460 DATA outside a small temple.
 A large lever    protrudes from
 a slot in the wall.,0,27,0,31
470 DATA inside the temple. The
door has closed  behind me.,0,0,
0,0
480 DATA in the anteroom of Kraa
spala.,0,35,33,0
490 DATA "in the caverns of Kraa
spala. Passages   lead east, wes
t and south. A steel door has cl
osed to the north.",0,36,34,32
500 DATA in a gloomy corridor. A
 glimmer of lightcan be seen to
the north.,38,37,0,33
510 DATA at the top of the snake
-pit. I can see adoor leading ea
st from the pit.,32,0,36,0
520 DATA in the carven-room of L
ivinska,33,0,37,35
530 DATA in a large cavern lined
 with solid       mercury. It's v
ery cold (and dangerous) in here
!,34,0,0,36
540 DATA in a cavern with a larg
e glass statue inthe centre. A b
eam of light from above  makes t
he statue glow.,0,34,39,0
550 DATA in a wide corridor whic
h is lined with  stainless steel
.,0,40,0,38
560 DATA at the entrance to a sm
all building in  the middle of a
 vast cavern.,39,0,0,0
570 DATA in a small hallway. A h
atstand stands atone side of a s
mall staircase.,0,42,0,0
580 DATA in a small living room.
 An old lady sitsin a rocking ch
air.,41,0,0,0
590 DATA at the top of a flight
of stairs.   A   large chest of
draws stands outside a   door.,0
,44,0,0
600 DATA in a small bedroom. A w
indow looks out  into the cavern
 of darkness.,43,0,0,0
610 DATA in the snake pit. There
 is a doorway to the east but an
 enormous python blocks  my way.
,0,0,0,0
620 DATA in a dimly lit cavern.
A slight breeze  comes from the
south.,0,47,45,48
630 DATA in a large cavern. Ther
e is a wide      opening in the
wall. A gentle breeze    blows i
n. Through the opening I can see
 a village in darkness.,46,0,0,0
640 DATA in a dark corridor. I c
an hear a strangenoise in the di
stance.,50,49,46,0
650 DATA at a dead end. A metal
grille is set    into the floor
here. ,0,0,0,0
660 DATA on the shores of a subt
erranean lake.   It's too dark t
o see across the water.,0,48,0,0
670 DATA on some steps leading d
own into dark    waters.,56,52,0
,54
680 DATA on a footpath at the si
de of a dark lake.,51,53,0,0
690 DATA on an underground quays
ide. Small boats are moored here
.,52,0,0,0
700 DATA in a small fishing vill
age. A man standslooking at me.,
0,55,51,0
710 DATA outside the village sho
p. It's locked atthe moment. A s
ign hangs in the window  'Back i
n 5 minutes',54,0,0,0
720 DATA on a small footpath lea
ding out of the  cavern into bri
ght daylight. A large    boat is
 moored here,58.51,0,0
730 DATA sailing away to safety
on a large boat,0,0,0,0
740 DATA on a footpath along the
 side of a steep cliff. The path
 leads into a cavern to  the sou
th.,0,56,0,59
750 DATA on a narrow path at the
 bottom of a     steep cliff. La
rge waves from the sea   spray m
e with salty water.,0,60,58,0
760 DATA outside a small cottage
 set into the    cliff. A large
dog snarls at me.,59,0,0,0
770 FOR x=1 TO 30:READ g$(x),b%(
x),n$(x):n%(x)=x:NEXT x
780 p%=2:CLS
790 WHILE p%<>57
800 PEN 1:PRINT:PRINT"I am :-":P
EN 2:PRINT g$(p%)
810 IF p%=49 AND sk=0 THEN PRINT
"A vicious dog bars my way north
."
820 PEN 1:PRINT:PRINT"I can go :
-":PEN 2
830 a$="":IF s%(p%,1)>0 THEN a$=
"North"
840 IF s%(p%,2)>0 AND LEN(a$)>0
THEN a$=a$+",South" ELSE IF s%(p
%,2)>0 THEN a$="South"
```

```
850 IF s%(p%,3)>0 AND LEN(a$)>0
THEN a$=a$+",East" ELSE IF s%(p%
,3)>0 THEN a$="East"
860 IF s%(p%,4)>0 AND LEN(a$)>0
THEN a$=a$+",West" ELSE IF s%(p%
,4)>0 THEN a$="West"
870 IF p%=7 OR p%=40 OR p%=30 OR
 p%=29 THEN a$=a$+",In"
880 IF p%=8 OR p%=31 THEN a$="Ou
t" ELSE IF p%=41 THEN a$=a$+",Ou
t"
890 IF p%=41 THEN a$=a$+",Up" EL
SE IF p%=45 THEN a$="Up"
900 IF p%=45 AND si=1 THEN a$=a$
+",West" ELSE IF p%=35 OR p%=43
THEN a$=a$+",Down"
910 IF a$="" THEN a$="I know not
 where!"
920 PRINT a$:PEN 1:PRINT
930 IF se=1 THEN PRINT"The sailo
r is following me!":PRINT
940 e=0:FOR x=1 TO 30
950 pp%=0:IF b%(x)=p% THEN pp%=1
960 IF pp%=1 THEN 980
970,NEXT:GOTO 1000
980 IF e=0 THEN PRINT"Things I c
an see :-":PEN 2
990 PRINT g$(x):e=1:GOTO 970
1000 PEN 1:PRINT:PRINT"What shou
ld I do now ";:PEN 2:INPUT z$
1010 z$=LOWER$(z$):b$=LEFT$(z$,2
):c$=LEFT$(z$,3):d$=LEFT$(z$,4)
1020 CLS:IF (b$="n" OR d$="go n"
) AND s%(p%,1)>0 THEN p%=s%(p%,1
):PRINT"O.K." ELSE IF b$="n" THE
N PRINT"Sorry!"
1030 IF (b$="s" OR d$="go s") AN
D s%(p%,2)>0 THEN p%=s%(p%,2):PR
INT"O.K." ELSE IF b$="s" THEN PR
INT"Sorry!"
1040 IF (b$="e" OR d$="go e") AN
D s%(p%,3)>0 THEN p%=s%(p%,3):PR
INT"O.K." ELSE IF b$="e" THEN PR
INT"Sorry!"
1050 IF (b$="w" OR d$="go w") AN
D s%(p%,4)>0 THEN p%=s%(p%,4):PR
INT"O.K."  ELSE IF b$="w" THEN P
RINT"Sorry!"
1060 IF b$="pi" OR b$="fu" THEN
PRINT X$
1070 IF c$="out" OR c$="go o" TH
EN GOSUB 1840
1080 IF c$="inv" THEN GOSUB 1750
 ELSE IF c$="boa" OR d$="go b" O
R c$="emb" THEN GOSUB 2350
1090 IF c$="eat" OR c$="dri"  TH
EN PRINT"Not just yet!"
1100 IF c$="sco" THEN PRINT"This
 is no game you know!"
1110 IF c$="pra" THEN GOSUB 1790
1120 IF c$="in" OR d$="go i" THE
N GOSUB 1890
1130 IF c$="dro" OR c$="lea" OR
c$="put" THEN GOSUB 1980
1140 IF c$="get" OR c$="tak" OR
c$="gra" THEN GOSUB 1370
1150 IF c$="wea" THEN GOSUB 2110
 ELSE IF c$="giv" THEN GOSUB 217
0
1160 IF c$="sit" THEN GOSUB 2460
 ELSE IF c$="wai" THEN GOSUB 253
0
1170 IF c$="rea" THEN GOSUB 2570
 ELSE IF c$="say" OR c$="spe" TH
EN GOSUB 2610
1180 IF c$="jum" THEN GOSUB 2670
 ELSE IF c$="dow" OR d$="go d" T
HEN GOSUB 2690 ELSE IF c$="cli"
THEN GOSUB 2710
1190 IF c$="tie" OR c$="fas" THE
N GOSUB 2730
1200 IF c$="kno" THEN GOSUB 2790
 ELSE IF c$="thr" THEN GOSUB 289
0
1210 IF c$="up" OR d$="go u" THE
N GOSUB 2940 ELSE IF c$="swi" TH
EN GOSUB 3010
1220 IF c$="unl" THEN GOSUB 2970
 ELSE IF c$="hel" THEN PRINT"I'm
 sorry I haven't a clue!"
1230 IF c$="qui" THEN e$="You qu
it, what a coward!":GOSUB 1960
1240 IF c$="pul" THEN GOSUB 3140
1250 WEND
1260 CLS:LOCATE 10,2:PEN 3:PRINT
"W e l l  D o n e":PEN 1:PRINT:P
RINT"You have boarded ship and s
ailed away   to freedom!":END
1270 DATA a stout rope,1,rope,a
flowering shrub,2,shrub,a small
lizard,5,lizard
1280 DATA a few toadstools,11,to
adstools,a book of spells,7,book
1290 DATA a magit carpet,14,carp
et,a golden lamp,8,lamp
1300 DATA a new broom,19,broom,a
 can of oil,19,oil,a golden key,
10,key
1310 DATA an old sailor,55,sailo
r,a pipe full of tobacco,53,pipe
,a large sail,60,sail,a cobweb,4
6,cobweb
1320 DATA a dangerous python,45,
python,a little bird in a cage,4
2,bird,a pair of rubber gloves,2
8,gloves,a large lever,30,lever
1330 DATA a silver coin,9,coin,a
 large knocker,23,knocker,a box
of chocolates,25,chocolates
1340 DATA a small tree,6,tree,a
silver chalice,31,chalice,a stal
lholder,17,stallholder
1350 DATA a dead rat,49,rat,a cu
p of tea,44,tea,a piece of broke
n pottery,33,pottery
1360 DATA a sharp knife,20,knife
,a basket,18,basket,a pair of sh
oes,41,shoes
1370 GOSUB 1680:REM check item
1380 IF 1%<>1 THEN RETURN
1390 e%=0:FOR x=1 TO 30
1400 IF b%(x)=p% AND n%(r)=x THE
N e%=1
1410 NEXT:IF e%=0 THEN PRINT"I d
on't see it here!":RETURN
1420 IF r=1 THEN aa=1
1430 IF r=2 THEN ab=1
1440 IF r=3 THEN ac=1
1450 IF r=4 THEN ad=1
1460 IF r=5 THEN ae=1
1470 IF r=6 THEN PRINT"It's too
heavy to lift!":RETURN
1480 IF r=7 THEN af=1
1490 IF r=8 OR r=9 THEN PRINT"Th
e stall holder demands his money
!":RETURN
1500 IF r=10 THEN ag=1
1510 IF r=11 OR r=14 OR r=15 OR
r=18 OR r=20 OR r=22 OR r=24 THE
N PRINT"Don't be ridiculous!":RE
TURN
1520 IF r=12 THEN ah=1
1530 IF r=13 THEN ai=1
1540 IF r=16 AND sc<>1 THEN PRIN
T"The old lady won't let me take
 her pet!":RETURN
1550 IF r=16 THEN aj=1
1560 IF r=17 THEN ak=1
1570 IF r=19 THEN am=1
1580 IF r=21 THEN an=1
1590 IF r=23 THEN ao=1
1600 IF r=25 THEN PRINT"Not like
ly!":RETURN
1610 IF r=26 THEN ap=1 ELSE IF r
=29 THEN as=1 ELSE IF r=30 THEN
at=1
1620 IF r=27 THEN e$="I cut my w
rists on the pottery and bleedto
 death.....Aaaaagggggghhhhhhh!" :
 GOSUB 1960
1630 IF r=28 THEN ar=1
1640 e%=0:FOR x=1 TO 4:IF v$(x)=
"" THEN v$(x)=g$(n%(r)):e%=1:x=6
1650 NEXT:IF e%=0 THEN PRINT"Sor
ry. My hands are full!":RETURN
1660 b%(n%(r))=0
1670 RETURN
```

```
1680 1$="":FOR h=1 TO LEN(z$)
1690 IF MID$(z$,h,1)=" " THEN 1$
=RIGHT$(z$,LEN(z$)-h):h=1000
1700 NEXT:r=0
1710 IF LEN(1$)<2 THEN RETURN
1720 FOR x=1 TO 30:IF LEFT$(n$(x
),LEN(1$))=1$ THEN 1%=1:r=x
1730 NEXT
1740 RETURN
1750 e%=0:PEN 1:PRINT"I am carry
ing :-":PEN 2:FOR x=1 TO 4:IF v$
(x)<>"" THEN PRINT v$(x):e%=1
1760 NEXT
1770 IF e%=0 THEN PRINT"Not a th
ing!"
1780 PEN 1:RETURN
1790 PEN 2:PRINT"O.K....":FOR x=
1 TO 1000:NEXT x
1800 IF p%<>31 THEN RETURN
1810 IF sa=0 THEN PRINT"The door
 opens!!!!":sa=1:q$(31)=LEFT$(q$
(31),18):RETURN
1820 PRINT"A magic carpet appear
s and carries me   away. It stop
s on the steps of the       palac
e."
1830 p%=23:PEN 3:PRINT"The carpe
t flies off.":RETURN
1840 IF p%=8 THEN p%=7:PRINT y$:
RETURN
1850 IF p%=41 THEN p%=40:PRINT y
$:RETURN
1860 IF p%<>31 THEN PRINT"Don't
be stupid!":RETURN
1870 IF sa=0 THEN PRINT"The door
 is locked!":RETURN
1880 p%=30:PRINT y$:RETURN
1890 IF p%=7 THEN PRINT y$:p%=8:
RETURN
1900 IF p%=40 THEN PRINT y$:p%=4
1:RETURN
1910 IF p%=29 THEN PRINT y$:p%=3
3:PRINT"The door closes behind m
e!":RETURN
1920 IF p%=26 THEN PRINT"The gat
es are locked and the peasants
 are throwing eggs at me from ab
ove!":RETURN
1930 IF p%<>30 THEN PRINT"Not he
re!":RETURN
1940 IF sb<>1 THEN PRINT"The doo
r's locked!":RETURN
1950 p%=31:PRINT y$:RETURN
1960 PRINT e$:LOCATE 1,20:PRINT"
Would you like to play again <Y/
N> ?"
1970 a$=INKEY$:a$=LOWER$(a$):IF
a$="y" THEN RUN ELSE IF a$="n" T
HEN END ELSE 1970
1980 GOSUB 1680:IF 1%<>1 THEN PR
INT"I'm not  carrying a ";1$:RET
URN
1990 e%=0:FOR d=1 TO 4
2000 IF v$(d)=g$(n%(r)) THEN v$(
d)="":e%=1
2010 NEXT:IF e%=0 THEN PRINT"I'm
 not carrying it!":RETURN
2020 b%(n%(r))=p%
2030 IF r=1 THEN aa=0 ELSE IF r=
2 THEN ab=0 ELSE IF r=3 THEN ac=
0 ELSE IF r=4 THEN ad=0
2040 IF r=5 THEN ae=0 ELSE IF r=
7 THEN af=0 ELSE IF r=10 THEN ag
=0 ELSE IF r=12 THEN ah=0
2050 IF r=13 THEN ai=0 ELSE IF r
=16 THEN aj=0 ELSE IF r=17 THEN
ak=0:sd=0
2060 IF r=19 THEN am=0 ELSE IF r
=21 THEN an=0 ELSE IF r=23 THEN
ao=0
2070 IF r=21 AND p%=49 AND sk=0
THEN sk=1:PRINT"The dog grabs a
couple of chocolates andruns awa
y!":s%(49,1)=48
2080 IF r=26 THEN ap=0 ELSE IF r
=28 THEN ar=0
2090 IF r=29 THEN as=0 ELSE IF r
=30 THEN at=0
2100 RETURN
2110 IF ak<>1 THEN PRINT"I have
nothing to wear":RETURN
2120 GOSUB 1680:IF r<>17 THEN PR
INT"I can't wear that!":RETURN
2130 PRINT"O.K...I wear the glov
es!":sd=1:RETURN
2140 IF p%<>30 THEN PRINT"I can'
t pull anything here!":RETURN
2150 IF sd<>1 THEN e$="O.K....A
bolt of electricity hits me.   I
 am dead !!!!":GOSUB 1960
2160 PRINT"The door opens...":sb
=1:RETURN
2170 GOSUB 1680
2180 IF r=26 THEN GOSUB 2220:RET
URN
2190 IF r=12 THEN GOSUB 2290:RET
URN
2200 IF r=5 THEN GOSUB 2380:RETU
RN
2210 PRINT"I don't see much poin
t in doing that!":RETURN
2220 IF p%<>42 THEN PRINT"Don't
be silly!":RETURN
2230 IF ap<>1 THEN PRINT"I haven
't got it!":RETURN
2240 PRINT"The old lady smiles a
t me and says       'Thank you. Y
ou can borrow my little    bird
if you promise to return it. It
   will come in useful!!"
2250 FOR x= 1 TO 4
2260 IF v$(x)=g$(26) THEN v$(x)=
""
2270 NEXT
2280 sc=1:RETURN
2290 IF p%<>55 THEN PRINT"There
isn't much point in doing that!"
:RETURN
2300 IF ah=0 THEN PRINT"I don't
have the pipe!":RETURN
2310 ah=0:PRINT"The sailor thank
s me and says to me     'I'll co
me with you  and show you how to
escape from here.":se=1
2320 FOR x=1 TO 4:IF v$(x)=g$(12
) THEN v$(x)=""
2330 NEXT
2340 RETURN
2350 IF p%<>56 THEN PRINT"I can'
t do that here!":RETURN
2360 IF se<1 THEN PRINT"A deck h
and comes to the side and throws
me off!":RETURN
2370 p%=57:PRINT y$:RETURN
2380 IF p%<>8 THEN PRINT"I see n
o point in giving that away here
!":RETURN
2390 IF ae<>1 THEN PRINT"I am no
t carrying it!":RETURN
2400 PRINT"The wizard takes it f
rom me and smiles, saying 'Thank
s for this just wait a     momen
t whilst I look up some useful
   spells for you."
2410 FOR x=1 TO 2000:NEXT
2420 PRINT"'Here it is', he says
,'make sure you are carrying som
e toadstools and a small    liza
rd or it won't work'"
2430 FOR x=1 TO 4:IF v$(x)=g$(5)
 THEN v$(x)=""
2440 NEXT
2450 PRINT"Sit on the carpet and
 say 'TIVINICA'":sf=1:RETURN
2460 IF p%<>14 THEN PRINT"I can'
t see much point in doing that
  here!":RETURN
2470 IF sf=0 THEN PRINT"I haven'
t got the spell from the wizard
yet!":RETURN
2480 PRINT"O.K. I sit on the car
pet.":PEN 2:PRINT"What should I
say now ";:INPUT.z$
2490 z$=LOWER$(z$):IF LEFT$(z$,5
)<>"tivin" THEN e$="The dust ris
es from the carpet AND      chok
es me TO death. A voice says 'Yo
u   got it wrong!":GOSUB 1960
2500 IF ad=0 OR ac=0 THEN PRINT"
The spell doesn't work without b
oth of  the things the wizard sp
oke of!":RETURN
```

The Sultan's Curse

```
2510 p%=15
2520 RETURN
2530 PRINT y$;"...":FOR x=1 TO 2
000:NEXT
2540 IF p%=5 THEN PRINT"The wiza
rd comes to get me and takes me
back to his cottage.":p%=8:RETUR
N
2550 IF p%=15 THEN p%=16:PRINT"T
he carpet lands and I get off it
  It   flies away again."
2560 RETURN
2570 IF ae=0 THEN PRINT"I have n
othing to read!":RETURN
2580 PRINT"The first page reads
":PEN 2:PRINT"'At the cave of ru
nes say the magic word'ABRACADAB
RA''"
2590 PEN 1:PRINT"The rest of the
 writing is in a strange languag
e and needs translating!"
2600 RETURN
2610 PRINT y$
2620 PRINT"What should I say ";:
INPUT z$:z$=LOWER$(z$)
2630 IF p%<>13 THEN PRINT"Nothin
g happens!":RETURN
2640 IF LEFT$(z$,5)<>"abrac" THE
N PRINT"Nothing happens!":RETURN
2650 PRINT"The cave door opens":
s%(13,2)=14:q$(13)="at the entra
nce to a strange cavern"
2660 RETURN
2670 IF p%<4 THEN e$="I fall and
 break my neck!":GOSUB 1960
2680 PRINT"That wasn't much use!
":RETURN
2690 IF p%=35 THEN p%=45:PRINT y
$:RETURN ELSE IF p%=43 THEN p%=4
1:PRINT y$:RETURN
2700 IF p%>3 THEN PRINT"not here
!":RETURN
2710 IF sg=0 THEN PRINT"I'd brea
k my neck!":RETURN
2720 PRINT"I climb down the rope
. It breaks just   before I reac
h the ground, but I fall   into
soft sand.":p%=4:RETURN
2730 IF aa=0 THEN PRINT"I can't!
":RETURN
2740 IF p%<>2 THEN PRINT"There's
 nothing to fasten it to!":RETUR
N
2750 sg=1:PRINT"I tie the rope t
o the rock and lower it over the
 edge."
2760 FOR x=1 TO 4:IF v$(x)=g$(1)
 THEN v$(x)=""
2770 NEXT:q$(2)=q$(2)+" A rope i
s tied to   the rock and hangs o
ver the edge."
2780 RETURN
2790 IF p%<>23 THEN PRINT"Not he
re!":RETURN
2800 IF sh>0 THEN PRINT"I've alr
eady done it!":RETURN
2810 PRINT"Knock. Knock.":SOUND
1,270,10,7:FOR x=1 TO 200:NEXT x
:SOUND 1,270,10,7
2820 FOR x=1 TO 1000:NEXT x:PRIN
T"I hear somebody coming."
2830 FOR x=1 TO 1000:NEXT x
2840 IF ao=0 THEN e$="The door o
pens and a guard grabs me by  th
e throat. 'Where's the chalice ,
 you  little thief ?', he says a
s he stranglesme":GOSUB 1960
2850 FOR x=1 TO 4:IF v$(x)=g$(23
) THEN v$(x)=""
2860 NEXT:PRINT"The guard answer
s the door and says ":PEN 2
2870 PRINT"Thank you for returni
ng the chalice.   Do come in."
2880 s%(23,4)=24:RETURN
2890 GOSUB 1680:IF r<>16 THEN PR
INT"I'm not throwing a ";l$:RETU
RN
2900 IF p%<>45 THEN PRINT"I'm no
t throwing the poor little bird
  here!":RETURN
2910 PRINT"The bird flies at the
 python and drives it away. It t
hen flies off to the old   lady.
":g$(15)="":
2920 q$(45)=LEFT$(q$(45),17):si=
1
2930 s%(45,4)=46:RETURN
2940 IF p%=41 THEN p%=43:PRINT y
$:RETURN ELSE IF p%=45 THEN p%=3
5:PRINT y$:RETURN
2950 IF p%=4 THEN PRINT"The rope
's broken!":RETURN
2960 PRINT"I can't do that here!
":RETURN
2970 IF ag<>1 THEN PRINT"I have
no key!":RETURN
2980 IF p%<>22 THEN PRINT"I can'
t do that here!":RETURN
2990 PRINT"I unlock the gate and
 walk out. The     villagers clo
se and bolt it.behind me"
3000 p%=26:RETURN
3010 IF p%=50 THEN p%=51:PRINT y
$:RETURN
3020 IF p%=51 THEN p%=50:PRINT y
$:RETURN
3030 PRINT"Don't be ridiculous!"
:RETURN
```

PONTOON

David Muir

Welcome to Arnold's gambling saloon and a friendly game of Pontoon. The computer is the dealer and banker. You have 100 pounds to gamble. Arnold is not very rich so you only have to increase this to 500 pounds to break the bank. But it will not be easy because Arnold plays a cunning game of Pontoon.

The game is menu driven. First the cards are shuffled and they are only shuffled again if somebody gets a pontoon. Used cards are placed back under the pack. This allows good pontoon players to remember what cards are likely to turn up next.

Each round, you are dealt a card and you bet on it. Then you can stick, twist or buy. You cannot stick on less than 16. Aces can be called 11 or 1. If you go over 21, you bust and the banker wins. You cannot buy a card for more than your initial stake or minimum subsequent bet. If you twist, you don't pay but you cannot buy subsequent cards.

Arnold recognizes five card tricks and true pontoons (an ace and a picture card). But he does not allow the splitting of a pair of aces in a hand. (That would be very difficult to program). Arnold does not cheat! He knows if you have a 5 card hand and will try for 5 himself, otherwise his playing technique has nothing to do with the contents of your hand.

If you and Arnold hold hands of equal value then Arnold wins.

The program is written as a number of short distinct routines headed by REMarks to make it easier to follow. Important variable names are chosen to be meaningful.

Memory locations 40000 to 40051 are used to store the pack in the form of numbers 1 to 52. Each time a card is drawn from location 40000, the rest of the numbers are all moved up one location. At the end of a round, for the number of cards used, the numbers are POKEd to the bottom, starting at 40051 and working backwards.

The shuffling routine generates 52 numbers at random, none of them equal, in a short time. It will work for any number and could be useful in other programs — eg filling out a football coupons.

The program is made by comprehensive error-trapping and the need to check for illegal bets and moves by the player. Flags are set and reset to check for such things as: Is it a pontoon? Has the player twisted? Is there a ten in his/her hand? (if there is its not a pontoon). Can the player or computer stick? Should the aces be called 11 or 1? Has the player or the computer bust?

If readers enjoy the program and are competent programmers, they might like to add subroutines to improve the graphics on the cards which have been kept simple to save too much typing in.

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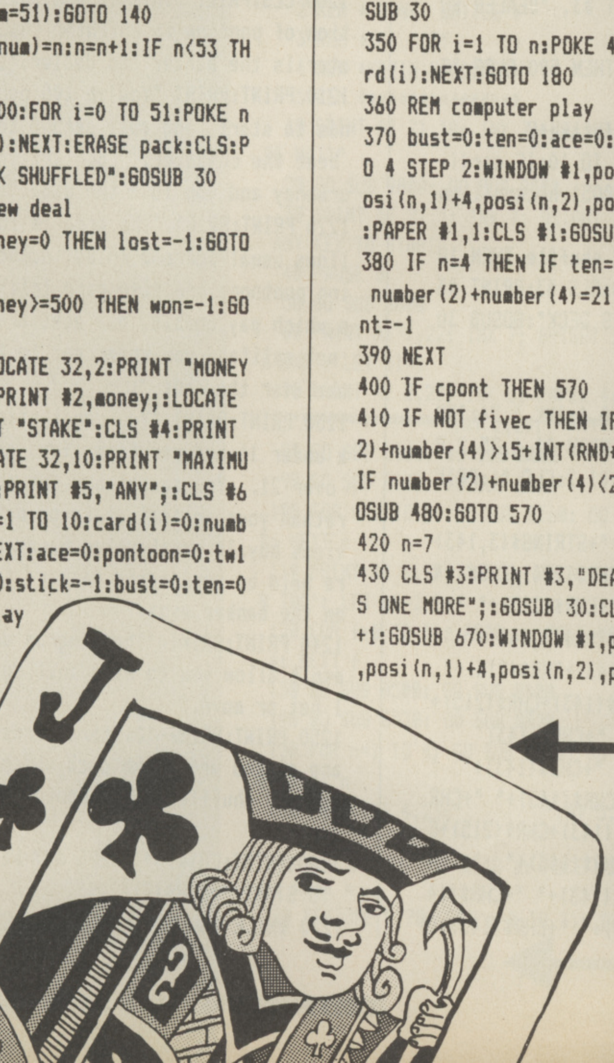
ve been
ave too

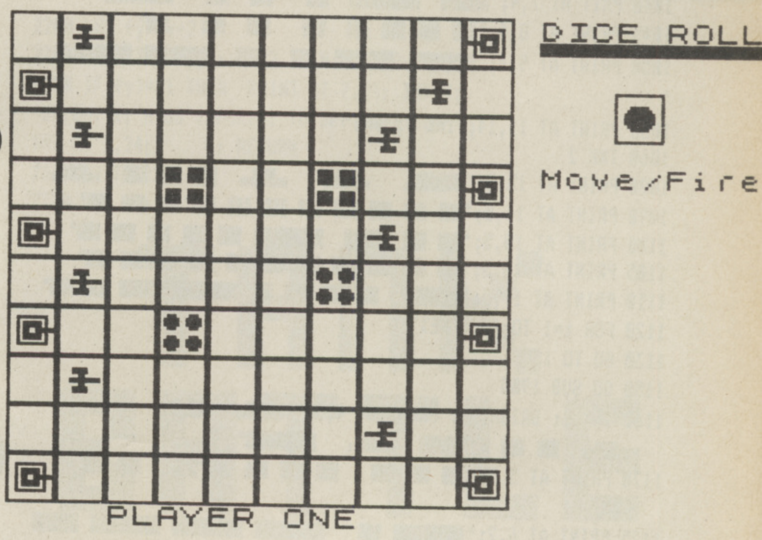
```
10 GOTO 50
20 REM wait for player input
30 PRINT #6,"PRESS ANY KEY"+CHR$
(7);:WHILE INKEY$="":WEND:CLS #6
:RETURN
40 REM set up
50 GOSUB 1110
60 MEMORY 40000:INK 0,18:INK 1,2
4:INK 2,6:INK 3,1:MODE 1:BORDER
13
70 back$=" "+STRING$(3,187)+" ":
nume$="A23456789TJQK":DIM card(1
0),posi(10,2),number(10)
80 DATA 2,12,2,2,8,12,8,2,14,12,
20,12,26,12,14,2,20,2,26,2
90 RESTORE 80:FOR i=1 TO 10:READ
 posi(i,1),posi(i,2):NEXT:money=
100
100 WINDOW #2,32,38,4,4:PAPER #2
,1:PEN #2,6:WINDOW #3,2,22,24,24
:PAPER #3,1:PEN #3,6:WINDOW #4,3
2,38,8,8:PAPER #4,1:PEN #4,6:WIN
DOW #5,32,38,12,12:PAPER #5,1:PE
N #5,6:WINDOW #6,24,38,24,24:PAP
ER #6,1:PEN #6,6
110 REM shuffle
120 CLS:PEN 3:PRINT "SHUFFLING D
ECK":DIM pack(51):n=1:RANDOMIZE
TIME
130 num=INT(RND*52)
140 IF pack(num)<>0 THEN num=num
+1+52*(num=51):GOTO 140
150 pack(num)=n:n=n+1:IF n<53 TH
EN 130
160 n=40000:FOR i=0 TO 51:POKE n
+i,pack(i):NEXT:ERASE pack:CLS:P
RINT "PACK SHUFFLED":GOSUB 30
170 REM new deal
180 IF money=0 THEN lost=-1:GOTO
 1000
190 IF money>=500 THEN won=-1:GO
TO 1000
200 CLS:LOCATE 32,2:PRINT "MONEY
":CLS #2:PRINT #2,money;:LOCATE
32,6:PRINT "STAKE":CLS #4:PRINT
#4,0;:LOCATE 32,10:PRINT "MAXIMU
M":CLS #5:PRINT #5,"ANY";:CLS #6
210 FOR i=1 TO 10:card(i)=0:numb
er(i)=0:NEXT:ace=0:pontoon=0:tw1
=0:fivec=0:stick=-1:bust=0:ten=0
220 REM play
230 FOR n=1 TO 4:GOSUB 670
240 WINDOW #1,posi(n,1),posi(n,1
)+4,posi(n,2),posi(n,2)+8:PAPER
#1,1:CLS #1
250 IF n=2 OR n=4 THEN PEN #1,3:
PRINT #1,SPACE$(5);back$;back$;b
ack$;back$;back$;back$;back$;
260 IF n=1 THEN GOSUB 790:GOSUB
830
270 IF n=3 THEN GOSUB 790:GOSUB
690
280 IF n=3 THEN IF ten=0 THEN IF
 number(1)+number(3)=21 THEN pon
toon=-1
290 IF n=3 THEN IF number(1)+num
ber(3)=21 THEN tw1=-1
300 NEXT:n=4:IF tw1 OR pontoon T
HEN 370 ELSE flag=-1
310 GOSUB 870:IF NOT flag THEN 3
70 ELSE n=n+1:GOSUB 670:WINDOW #
1,posi(n,1),posi(n,1)+4,posi(n,2
),posi(n,2)+8:PAPER #1,1:CLS #1:
GOSUB 790:GOSUB 690:IF bust THEN
 340 ELSE IF n=7 THEN fivec=-1:f
lag=0
320 GOTO 310
330 REM player bust
340 CLS #3:PRINT #3,"BUSTED!":GO
SUB 30
350 FOR i=1 TO n:POKE 40052-i,ca
rd(i):NEXT:GOTO 180
360 REM computer play
370 bust=0:ten=0:ace=0:FOR n=2 T
O 4 STEP 2:WINDOW #1,posi(n,1),p
osi(n,1)+4,posi(n,2),posi(n,2)+8
:PAPER #1,1:CLS #1:GOSUB 790
380 IF n=4 THEN IF ten=0 THEN IF
 number(2)+number(4)=21 THEN cpo
nt=-1
390 NEXT
400 IF cpont THEN 570
410 IF NOT fivec THEN IF number(
2)+number(4)>15+INT(RND*3) THEN
IF number(2)+number(4)<22 THEN G
OSUB 480:GOTO 570
420 n=7
430 CLS #3:PRINT #3,"DEALER TAKE
S ONE MORE";:GOSUB 30:CLS #3:n=n
+1:GOSUB 670:WINDOW #1,posi(n,1)
,posi(n,1)+4,posi(n,2),posi(n,2)
+8:PAPER #1,1:CLS #1:GOSUB 790:G
OSUB 480
440 IF bust THEN 1050 ELSE IF n=
10 THEN cfivec=-1:GOTO 570
450 IF NOT fivec THEN IF ctotal>
15+INT(RND*3) THEN 570
460 GOTO 430
470 REM check if computer bust
480 ctotal=0:ace=0
490 FOR i=2 TO 10:IF i=3 OR i=5
OR i=6 OR i=7 THEN 520
500 IF number(i)=11 THEN ace=ace
+1
510 ctotal=ctotal+number(i)
520 NEXT:check=ace
530 IF ctotal<22 THEN RETURN
540 IF check=0 THEN bust=-1:RETU
RN
550 ctotal=ctotal-10:check=check
-1:GOTO 530
560 REM who's won?
570 CLS #3:PRINT #3, "DEALER STI
CKS":GOSUB 30:win=0
580 IF cpont THEN shuffle=-1:cpo
nt=0:GOTO 630
590 IF pontoon THEN shuffle=-1:p
ontoon=0:double=-1:CLS #3:PRINT
#3,"PONTOON PAYS DOUBLE";:GOSUB
30:GOTO 630
600 IF cfivec THEN cfivec=0:GOTO
 630
610 IF fivec THEN fivec=0:double
=-1:CLS #3:PRINT #3,"FIVE CARD P
AYS DOUBLE";:GOSUB 30:GOTO 630
620 IF ctotal<ptotal THEN win=-1
630 IF double=-1 THEN double=0:m
oney=money+stake*3:GOTO 1080
640 IF win=-1 THEN win=0:CLS #3:
PRINT #3,"YOU WIN";:GOSUB 30:mon
ey=money+stake*2:GOTO 1080
650 CLS #3:PRINT #3,"YOU LOSE";:
GOSUB 30:GOTO 1080
660 REM take a card and move res
t of pack up
670 card(n)=PEEK(40000):FOR i=40
000 TO 40050:POKE i,PEEK(i+1):NE
XT:RETURN
680 REM check if player bust or
can stick
```



```
690 ptotal=0:ace=0:stick=-1
700 FOR i=1 TO 10
710 IF number(i)=11 THEN ace=ace
+1
720 ptotal=ptotal+number(i)
730 NEXT:check=ace
740 IF ptotal<16 THEN RETURN
750 IF ptotal<22 THEN stick=0:RE
TURN
760 IF check=0 THEN bust=-1:RETU
RN
770 ptotal=ptotal-10:check=check
-1:GOTO 740
780 REM print card
790 suit=INT((card(n)-1)/13):PEN
 #1,(3+(suit=1 OR suit=2)):num=c
ard(n)-13*suit:PRINT #1,MID$(num
e$,num,1):PRINT #1,CHR$(226+suit
):LOCATE #1,5,8:PRINT #1,CHR$(22
6+suit);:LOCATE #1,5,9:PRINT #1,
MID$(nume$,num,1);
800 IF n<5 THEN IF num=10 THEN t
en=-1
810 number(n)=num+(num-10)*(num>
10)-10*(num=1):RETURN
820 REM starting stake
830 CLS #3:PRINT #3, "INPUT STAK
E"+CHR$(7);
840 INPUT #3,q$:k=0:FOR i=1 TO L
EN(q$):IF MID$(q$,i,1)>"9" OR MI
D$(q$,i,1)<"0" THEN k=-1
850 NEXT:IF k=-1 THEN 830 ELSE q
=VAL(q$):IF q>money THEN 830 ELS
E IF q=0 THEN 830 ELSE start=q:s
take=q:CLS #4:PRINT #4,start;:mo
ney=money-start:CLS #2:PRINT #2,
money;:CLS #3:CLS #5:PRINT #5,st
art:RETURN
860 REM player twist buy or stic
k?
870 IF n=7 THEN flag=0:RETURN
880 CLS #3:PRINT #3, "BUY,TWIST
or STICK?"+CHR$(7);
890 q$=INKEY$:IF UPPER$(q$)="T"
THEN 950 ELSE IF UPPER$(q$)="S"
THEN 970 ELSE IF UPPER$(q$)<>"B"
 THEN 890
900 REM player buy
910 CLS #3:PRINT #3, "HOW MUCH?"
+CHR$(7);:INPUT #3,q$:k=0:FOR i=
1 TO LEN(q$):IF MID$(q$,i,1)>"9"
 OR MID$(q$,i,1)<"0" THEN k=-1
920 NEXT:IF k=-1 THEN 910 ELSE q
=VAL(q$):IF q>money THEN 870 ELS
E IF q>start THEN 910 ELSE IF q=
0 THEN 880 ELSE money=money-q:st
ake=stake+q:CLS #4:PRINT #4,stak
e;:CLS #2:PRINT #2,money;:CLS #3
:IF q<start THEN start=q
930 flag=-1:CLS #5:PRINT #5,star
t:RETURN
940 REM player twists
950 start=0:CLS #5:PRINT #5,star
t:flag=-1:RETURN
960 REM player sticks
970 IF stick THEN 870
980 flag=0:RETURN
990 REM end of game
1000 CLS:IF won THEN PRINT "CONG
RATULATIONS":PRINT:PRINT "YOU HA
VE BROKEN THE BANK!"
1010 IF lost THEN PRINT "COMMISE
RATIONS":PRINT:PRINT "YOU'VE BEE
N TAKEN TO THE CLEANERS!"
1020 PRINT:PRINT "  ANOTHER GO?
 (Y OR N)"+CHR$(7)
1030 q$=UPPER$(INKEY$):IF q$="N"
 THEN END ELSE IF q$="Y" THEN RU
N ELSE 1030
1040 REM computer busts
1050 CLS #3:PRINT #3, "DEALER BU
STS!":GOSUB 30
1060 IF pontoon THEN 590 ELSE IF
 fivec THEN 610
1070 money=money+stake*2
1080 n=0:FOR i=1 TO 10:IF card(i
)<>0 THEN POKE 40051-n,card(i):n
=n+1
1090 NEXT:IF NOT shuffle THEN 18
0 ELSE shuffle=0:CLS #3:PRINT #3
,"DEALER SHUFFLES DECK":GOSUB 30
:GOTO 120
1100 REM titles
1110 MODE 1:INK 0,1:INK 1,24:INK
 2,6:BORDER 1:WINDOW #1,6,35,2,8
:PAPER #1,1:PEN #1,2:CLS #1:PRIN
T #1
1120 PRINT #1," "+STRING$(3,143)
+CHR$(215)+" "+CHR$(214)+CHR$(14
3)+CHR$(215)+" "+CHR$(215)+" "+C
HR$(143)+" "+STRING$(3,143)+" "+
CHR$(214)+CHR$(143)+CHR$(215)+"
"+CHR$(214)+CHR$(143)+CHR$(215)+
" "+CHR$(215)+" "+CHR$(143)
1130 PRINT #1," "+CHR$(143)+"  "
+CHR$(143)+" "+CHR$(143)+" "+CHR
$(143)+" "+CHR$(143)+CHR$(215)+C
HR$(143)+"  "+CHR$(143)+"  "+CHR
$(143)+" "+CHR$(143)+" "+CHR$(14
3)+" "+CHR$(143)+" "+CHR$(143)+C
HR$(215)+CHR$(143)
1140 PRINT #1," "+STRING$(3,143)
+CHR$(212)+" "+CHR$(143)+" "+CHR
$(143)+" "+STRING$(3,143)+"  "+C
HR$(143)+"  "+CHR$(143)+" "+CHR$
(143)+" "+CHR$(143)+" "+CHR$(143
)+" "+STRING$(3,143)
1150 PRINT #1," "+CHR$(143)+"
 "+CHR$(143)+" "+CHR$(143)+" "+C
HR$(143)+CHR$(213)+CHR$(143)+"
"+CHR$(143)+"  "+CHR$(143)+" "+C
HR$(143)+" "+CHR$(143)+" "+CHR$(
143)+" "+CHR$(143)+CHR$(213)+CHR
$(143)
1160 PRINT #1," "+CHR$(143)+"
 "+CHR$(213)+CHR$(143)+CHR$(212)
+" "+CHR$(143)+" "+CHR$(213)+"
"+CHR$(143)+"  "+CHR$(213)+CHR$(
143)+CHR$(212)+" "+CHR$(213)+CHR
$(143)+CHR$(212)+" "+CHR$(143)+"
 "+CHR$(213)
1170 PEN 1:PAPER 0:LOCATE 10,20:
PRINT "INSTRUCTIONS ?  (Y/N)"+CH
R$(7)
1180 q$=UPPER$(INKEY$):IF q$="N"
 THEN RETURN ELSE IF q$<>"Y" THE
N 1180
1190 REM instructions
1200 CLS:PRINT "This is a simula
tion of pontoon in whichthe comp
uter is the banker and dealer.".
1210 PRINT:PRINT "You've 100 pou
nds to start  and must get500 to
 beat the computer.  Lose all yo
urmoney and you lose the game."
1220 PRINT:PRINT "The program fo
llows usual pontoon rules,includ
ing pontoons and five card trick
s,which pay double, but aces are
 not splitand you never get to t
ake over the bank.";
1230 PRINT:PRINT "You can't stic
k under 16 and you bust ifyou go
 over 21.  You cannot buy for mo
rethan your initial stake or pre
vious buy.If equal value hands a
re held by you andthe banker, th
en the banker wins."
1240 PRINT:PRINT "The program do
esn't allow you to make anillega
l bet or move."
1250 PRINT:PRINT "Discard cards
are placed under the pack,which
is only shuffled after pontoons.
"
1260 PRINT:PRINT "(PRESS ANY KEY
 TO START)"+CHR$(7)
1270 WHILE INKEY$="":WEND:RETURN
```

TANK BATTLE

WRITTEN BY: KEVIN GARDINER



The game is for two players and runs on the 48K Spectrum. The aim of the war game is to destroy all 4 of your opponents tanks.

About the Game

1. A tank can move up, down, right or left.
2. Each player has 4 tanks, 4 cannons, a fuel base and an ammunition base.
3. When the fuel base is destroyed the tanks movement is reduced from 6 moves to 3 moves.
4. When the ammunition base is destroyed a tank can only fire 2 times instead of 4.
5. The idea of the cannons is to protect the fuel ammunition base although they don't have to.
6. When a tank reaches the opposite side of the board it becomes a command tank. The tanks number is increased by ten.
7. A tank can only fire when it becomes a command tank.

To Start

1. Player 1 has to position his Ammunition base, fuel base and 4 cannons. He can't place these on the back row or further than half way.
2. Player 2 then does the same.
3. Then player 1 places his tanks anywhere on the back row.
4. Player 2 then does the same. The battle can begin — player 1 moving first.

Attacking The Position

TANK v TANK.

The tank with the higher number wins. The tank which lost is then removed from the board. If the numbers are equal then the battle is drawn and both tanks are removed.

TANK v CANNON

The dice is rolled. If the spot ends up as black then the tank has won. If it ends up as green then the cannon has won. The dice is more likely to end up black.

To attack either an opposition tank or cannon then a player must position his tank in an adjacent square to the item its attacking.

To Move

If the spot on the dice ends up black then you will be able to move. If it ends up green then you will have to miss a go and the next player goes.

The controls are:

Q — UP
Z — DOWN
P — RIGHT
I — LEFT.

When placing the fuel base and the ammunition base etc, use M to position.

When moving use the M key to change tank.

When choosing tank use the 1 key to change tank and the O (zero) key.

Stop the flashing, then you may move.

To Fire

You may fire only when your tank is a command tank. You may fire up, down, right and left. When firing it will disregard your own pieces. The dice is rolled, if it ends up black then you are unable to fire. If it ends up green then you can fire. Press 1 to change tank. Press O to stop flashing.

When all of the tanks of one player have been destroyed the game is over. A screen will appear telling the players who won and then details of the battle is given.

```
   1 REM
 ****************
   2 REM * TANK  BATTLE *
   3 REM *     BY       *
   4 REM *KEVIN GARDINER*
   5 REM ****************
  10 PRINT AT 21,10; INK 7; BRIGHT 1;"PLEA
SE WAIT"
  20 GO SUB 9000: GO SUB 9500
  30 PRINT AT 21,5; INK 7; BRIGHT 1;"PRESS
 ANY KEY TO START"
  40 PAUSE 0
  50 GO SUB 8800
  60 PRINT AT 1,22; INK 7; BRIGHT 1;"PLAYE
R ONE": LET pl=1
  70 PRINT AT 2,22; INK 2; PAPER 4; BRIGHT
 1;"███████";AT 2,29;"███"
  80 GO SUB 8500: GO SUB 8000
  90 GO SUB 8530: GO SUB 8020
 100 FOR n=1 TO 4: GO SUB 8560: GO SUB 802
0: NEXT n
 110 PRINT AT 1,22; INK 7; BRIGHT 1;"PLAYE
R TWO": LET pl=2
 120 FOR f=0 TO 31: READ a: POKE USR "q"+f
,a: NEXT f
 130 GO SUB 8500: GO SUB 8000
 140 GO SUB 8530: GO SUB 8020
 150 FOR n=1 TO 4: GO SUB 8560: GO SUB 802
0: NEXT n
 160 PRINT AT 4,23;"          ";AT 5,24;"
   "
 170 FOR n=0 TO 95: READ a: POKE USR "e"+n
,a: NEXT n
 180 RESTORE 9170: FOR n=0 TO 31: READ a:
POKE USR "q"+n,a: NEXT n
 190 PRINT AT 1,22; INK 7; BRIGHT 1;"PLAYE
R ONE": LET pl=1
 200 PRINT AT 4,23; INK 7; BRIGHT 1;"Posit
ion";AT 5,25;"Tank"
 210 GO SUB 7000
 220 PRINT AT 1,22; INK 7; BRIGHT 1;"PLAYE
R TWO": LET pl=2
 230 GO SUB 7000 240 PRINT AT 1,22; INK 7;
 BRIGHT 1;"DICE ROLL ";AT 2,22; INK 4; PAP
ER 2;"██████████"; PAPER 1;" "
 250 PRINT AT 4,23;"          ";AT 5,24;"
  "
 260 PRINT AT 8,22;"          "
 265 PRINT AT 21,5; INK 7; BRIGHT 1;"PLAYE
R ONE": LET pl=1
 270 GO SUB 6500
 280 PRINT AT 8,22;"          "
 285 PRINT AT 21,5; INK 7; BRIGHT 1;"PLAYE
R TWO": LET pl=2
 290 GO SUB 6500
 300 GO TO 260
1000 GO SUB 1900
1010 PRINT AT 3,14; INK 7; BRIGHT 1;"THE"
1020 INK 6: BRIGHT 1
```

```
1030 PRINT AT 5,4;"████▄  ▄█▄ █████ █████ ██  █████
"
1035 PRINT AT 6,4;"██ ██ ██ ██ ██  ██ ██  ██"
1040 PRIT AT 7,4;"████ █████ ██  ██ ██  █████"
1045 PRINT AT 8,4;"██ ██ ██ ██ ██  ██ ██  ██"
1050 PRINT AT 9,4;"████▀ ██ ██ ██ ██ █████ █████
"
1055 PRINT AT 11,14; INK 7;"WAS"
1060 INK 2
1080 PRINT AT 13,5;"████▄  ▄█▄  ▄█▄ ██ ██ ██ ▄█▄ "
1090 PRINT AT 14,5;"██ ██ ██ ██ ██ ██ ██ ██ ██ ██ ██"
1100 PRINT AT 15,5;"██ ██ ████ █████ ██ ██ ██ ██ ██"
1105 PRINT AT 16,5;"██ ██ ██ ██ ██ ██ ██ ██ ██ ██ ██"
1110 PRINT AT 17,5;"████▀ ██ ██ ██ ██ ████████ ██ ██"
1120 FOR t=1 TO 400: NEXT t
1130 GO TO 1500
1150 GO SUB 1900
1160 INK 6: BRIGHT 1: PRINT AT 4,2;" ▄█▄ ██
  ▄█▄ ██ ██ █████ ▄█▄ █████"
1170 PRINT AT 5,2;"██ ██ ██  ██ ██ ██ ██ ██  ██ ██
  ██"
1175 PRINT AT 6,2;"█████ ██  █████ █████ █████ █████
 █████"
1180 PRINT AT 7,2;"██  ██  ██ ██  ██ ██  ██ ██
  ██"
1190 PRINT AT 8,2;"██  █████ ██ ██ █████ █████ ██ ██
 █████"
1200 INK 2: PRINT AT 12,7;"██ ██ ██ █████  ▄█▄ ██
████"
1210 PRINT AT 13,7;"██ ██ ██  ██  ██ ██ ██"
1220 PRINT AT 14,7;"██ ██ ██  ██  ██ ██ █████"
1230 PRINT AT 15,7;"██ ██ ██  ██ ██  ██"
1240 PRINT AT 16,7;"████████ █████ ██ ██ █████"
1250 FOR t=1 TO 400: NEXT t
1260 GO TO 1500
1300 GO SUB 1900
1310 INK 6: BRIGHT 1: PRINT AT 4,2;" ▄█▄ ██
  ▄█▄ ██ ██ █████ ▄█▄  ██"
1320 PRINT AT 5,2;"██ ██ ██  ██ ██ ██ ██ ██  ██ ██
  ██"
1330 PRINT AT 6,2;"█████ ██  █████ █████ █████ █████
  ██"
1335 PRINT AT 7,2;"██  ██  ██ ██  ██ ██  ██ ██
  ██"
1340 PRINT AT 8,2;"██  █████ ██ ██ █████ █████ ██ ██
  ██"
1350 INK 2: PRINT AT 12,7;"██ ██ ██ █████  ▄█▄ ██
████"
1360 PRINT AT 13,7;"██ ██ ██  ██  ██ ██ ██"
1370 PRINT AT 14,7;"██ ██ ██  ██  ██ ██ █████"
1380 PRINT AT 15,7;"██ ██ ██  ██ ██  ██"
1390 PRINT AT 16,7;"████████ █████ ██ ██ █████"
1400 FOR t=1 TO 400: NEXT t
1410 GO TO 1500
1500 CLS
1510 PRINT AT 0,11; INK 7; BRIGHT 1;"INFOR
MATION";AT 1,11; INK 6; PAPER 2;"██████████████████████
████"
1520 PRINT AT 2,0; INK 7; BRIGHT 1;"PLAYER
1";AT 3,0; INK 4; PAPER 3;"████████████████████████████████"
1530 LET dt=0
1540 IF pat1=0 THEN  LET dt=dt+1
1541 IF pat2=0 THEN  LET dt=dt+1
1542 IF pat3=0 THEN  LET dt=dt+1
1543 IF pat4=0 THEN  LET dt=dt+1
1550 INK 7: BRIGHT 1: PRINT AT 5,2;"Tanks
Destroyed............";dt
1555 LET dc=0
1560 IF paca=0 THEN  LET dc=dc+1
1561 IF pacb=0 THEN  LET dc=dc+1
1562 IF pacc=0 THEN  LET dc=dc+1
1563 IF pacd=0 THEN  LET dc=dc+1
1570 PRINT AT 9,2;"Cannons Destroyed......
....";dc
1580 IF paamm=2 THEN  PRINT AT 13,4;"Ammun
ition Base Destroyed"
1590 IF paamm=4 THEN  PRINT AT 13,7;"Ammun
ition Base O.K"
1600 IF pafuel=3 THEN  PRINT AT 17,7;"Fuel
 Base Destroyed"
1610 IF pafuel=6 THEN  PRINT AT 17,10;"Fue
l Base O.K"
1620 PRINT AT 21,4;"Press any Key To Conti
nue"
1630 PAUSE 0
1640 CLS
1650 PRINT AT 0,11; INK 7; BRIGHT 1;"INFOR
MATION";AT 1,11; INK 6; PAPER 2;"██████████████████████
████"
1660 PRINT AT 2,0; INK 7; BRIGHT 1;"PLAYER
 2";AT 3,0; INK 4; PAPER 3;"████████████████████████████████"
1670 LET dt=0
1671 IF pbt1=0 THEN  LET dt=dt+1
1672 IF pbt2=0 THEN  LET dt=dt+1
1673 IF pbt3=0 THEN  LET dt=dt+1
1674 IF pbt4=0 THEN  LET dt=dt+1
1680 PRINT AT 5,2;"Tanks Destroyed........
....";dt
1690 LET dc=0
1691 IF pbca=0 THEN  LET dc=dc+1
1692 IF pbcb=0 THEN  LET dc=dc+1
1693 IF pbcc=0 THEN  LET dc=dc+1
1694 IF pbcd=0 THEN  LET dc=dc+1
1700 PRINT AT 9,2;"Cannons Destroyed......
....";dc
1710 IF pbamm=2 THEN  PRINT AT 13,4;"Ammun
ition Base Destroyed"
1720 IF pbamm=4 THEN  PRINT AT 13,7;"Ammun
ition Base O.K"
1730 IF pbfuel=3 THEN  PRINT AT 17,7;"Fuel
 Base Destroyed"
1740 IF pbfuel=6 THEN  PRINT AT 17,10;"Fue
l Base O.K"
1750 PRINT AT 21,4;"Press any Key To Conti
nue"
1760 PAUSE 0
1770 BORDER 1: PAPER 1: BRIGHT 0: CLS
1780 PRINT AT 101; INK 7; BRIGHT 1;"Would
You Like To Play Again ?"
1790 PRINT AT 12,12; INK 7; BRIGHT 1;"YES/
NO"
```

TANK BATTLE

```
1800 IF INKEY$="y" THEN  RESTORE : BORDER
0: PAPER 0: CLS : GO TO 10
1810 IF INKY$="n" THEN  STOP
1820 GO TO 1800
1900 BORDER 0: PAPER 0: CLS
1910 PRINT AT 0,0; INK 4; BRIGHT 1;"██████████
██████████████████████"
1920 FOR n=1 TO 20
1930 PRINT AT n,0; INK 4; BRIGHT 1;"█";AT
n,31;"█"
1940 NEXT n
1950 PRINT AT 21,0; INK 4; BRIGHT 1;"██████████
██████████████████████"
1960 RETURN
2000 IF pl=2 THEN  GO TO 2500
2010 PRINT AT 7,21; INK 7; BRIGHT 1;"Choos
e Tank"
2020 LET fir=1: GO SUB 6000
2030 IF pano>10 THEN  GO TO 2080
2040 PRINT AT 7,21; INK 7; BRIGHT 1;"   So
rry    ";AT 8,22;"You Can't"
2050 FOR t=1 TO 100: NEXT t
2060 PRINT AT 7,24;"      ";AT 8,22;"
   "

2070 RETURN
2080 LET up=0: LET down=0: LET right=0: LE
T left=0: LET fy=jy: LET fx=jx
2090 PRINT AT 7,21; INK 7; BRIGHT 1;"   Wh
ich   ";AT 8,22;"Direction"
2095 PRINT AT 10,22; INK 7; BRIGHT 1;"1..U
p";AT 11,22;"2..Down";AT 12,22;"3..Left";A
T 13,22;"4..Right"
2100 IF INKEY$="1" THEN  LET up=1: GO TO 2
150
2110 IF INKEY$="2" THEN  LET down=1: GO TO
 2150
2120 IF INKEY$="3" THEN  LET left=1: GO TO
 2150
2130 IF INKEY$="4" THEN  LET right=1: GO T
O 2150
2140 GO TO 2100
2150 PRINT AT 7,24;"      ";AT 8,22;"
   ";AT 10,22;"     ";AT 11,22;"       ";
AT 12,22;"       ";AT 13,22;"        "
2160 FOR f=1 TO paamm
2170 GO SUB 5800
2180 IF win=1 THEN  PRINT AT 7,24; INK 7;
BRIGHT 1;"MISS": FOR t=1 TO 50: NEXT t: PR
INT AT 7,24;"    "
2190 IF win=0 THEN  PRINT AT 7,25; INK 7;
BRIGHT 1;"OK": GO TO 2220
2200 NEXT f
2210 RETURN
2220 FOR g=1 TO 50: NEXT g: PRINT AT 7,24;
"  "

2230 IF up=1 THEN  GO TO 2240
2231 IF down=1 THEN  GO TO 2280
2232 IF left=1 THEN  GO TO 2320
2233 IF right=1 THEN  GO TO 2360
2240 LET fy=fy-2
2250 IF ATTR (fy,fx)=122 THEN  GO TO 2410
2260 IF fy<=0 THEN  PRINT AT 7,24; INK 7;
BRIGHT 1;"MISS": FOR t=1 TO 50: NEXT t: PR
INT AT 7,24;"    ": RETURN
2270 GO TO 2240
2280 LET fy=fy+2
2290 IF ATTR (fy,fx)=122 THEN  GO TO 2410
2300 IF fy>=21 THEN  PRINT AT 7,24; INK 7;
 BRIGHT 1;"MISS": FORt=1 TO 50: NEXT t: PR
INT AT 7,24;"    ": RETURN
2310 GO TO 2280
2320 LET fx=fx-2
2330 IF ATTR (fy,fx)=122 THEN  GO TO 2410
2340 IF fx<=0 THEN  PRINT AT 7,24; INK 7;
BRIGHT 1;"MISS": FOR t=1 TO 50: NEXT t: PR
INT AT 7,24;"    ": RETURN
2350 GO TO 2320
2360 LET fx=fx+2
2370 IF ATTR (fy,fx)=122 THEN  GO TO 2410
2380 IF fx>=21 THEN  PRINT AT 7,24; INK 7;
 BRIGHT 1;"MISS": FOR t=1 TO 50: NEXT t: P
RINT AT 7,24;"    ": RETURN
2390 GO TO 2360
2400 RETURN
2410 IF fy=pbcya AND fx=pbcxa THEN  LET pb
ca=0: GO TO 2450
2411 IF fy=pbcyb AND fx=pbcxb THEN  LET pb
cb=0: GO TO 2450
2412 IF fy=pbcyc AND fx=pbcxc THEN  LET pb
cc=0: GO TO 2450
2413 IF fy=pbcyd AND fx=pbcxd THEN  LET pb
cd=0: GO TO 2450
2414 IF fy=pbta AND fx=pbtaa THEN  LET pbt
1=0: GO TO 2450
2415 IF fy=pbtb AND fx=pbtbb THEN  LET pbt
2=0: GO TO 2450
2416 IF fy=pbtc AND fx=pbtcc THEN  LET pbt
3=0: GO TO 2450
2417 IF fy=pbtd AND fx=pbtdd THEN  LET pbt
4=0: GO TO 2450
2418 IF fy=pbamy AND fx=pbamx THEN  LET pb
amm=2: GO TO 2450
2419 IF fy=pbfuy AND fx=pbfux THEN  LET pb
fuel=3: GO TO 2450
2420 RETURN
2450 PRINT AT 7,24; INK 7; BRIGHT 1;"HIT!"
: FOR y=1 TO 100: NEXT y: PRINT AT 7,24;"
   "
```

```
2460 PRINT AT fy,fx; INK 0; PAPER 7; BRIGH
T 1;"┌──┐";AT fy+1,fx;"└──┘"
2470 IF pbt1=0 AND pbt2=0 AND pbt3=0 AND p
bt4=0 THEN  GO TO 1300
2480 RETURN
2510 PRINT AT 7,21; INK 7; BRIGHT 1;"Choos
e Tank"
2520 LET fir=1: GO SUB 6000
2530 IF pbno>10 THEN  GO TO 2580
2540 PRINT AT 7,21; INK 7; BRIGHT 1;"   So
rry    ";AT 8,22;"You Can't"
2550 FOR t=1 TO 100: NEXT t
2560 PRINT AT 7,24;"        ";AT 8,22;"
   "
2570 RETURN
2580 LET up=0: LET down=0: LET right=0: LE
T left=0: LET fy=jy: LET fx=jx
2590 PRINT AT 7,21; INK 7; BRIGHT 1;"   Wh
ich   ";AT 8,22;"Direction"
2595 PRINT AT 10,22; INK 7; BRIGHT 1;"1..U
p";AT 11,22;"2..Down";AT 12,22;"3..Left";A
T 13,22;"4..Right"
2600 IF INKEY$="1" THEN  LET up=1: GO TO 2
650
2610 IF INKEY$="2" THEN  LET down=1: GO TO
 2650
2620 IF INKEY$="3" THEN  LET left=1: GO TO
 2650
2630 IF INKEY$="4" THEN  LET right=1: GO T
O 2650
2640 GO TO 2600
2650 PRINT AT 7,24;"        ";AT 8,22;"
    ";AT 10,22;"     ";AT 11,22;"        ";
AT 12,22;"        ";AT 13,22;"         "
2660 FOR f=1 TO pbamm
2670 GO SUB 5800
2680 IF win=1 THEN  PRINT AT 7,24; INK 7;
BRIGHT 1;"MISS": FOR t=1 TO 50: NEXT t: PR
INT AT 7,24;"    "
2690 IF win=0 THEN  PRINT AT 7,25; INK 7;
BRIGHT 1;"OK": GO TO 2700
2691 NEXT f
2695 RETURN
2700 FOR g=1 TO 50: NEXT g: PRINT AT 7,24;
"  "
2701 IF up=1 THEN  GO TO 2710
2702 IF down=1 THEN  GO TO 2750
2703 IF left=1 THEN  GO TO 2790
2704 IF right=1 THEN  GO TO 2830
2710 LET fy=fy-2
2720 IF ATTR (fy,fx)=121 THEN  GO TO 2880
2730 IF fy<=0 THEN  PRINT AT 7,24; INK 7;
BRIGHT 1;"MISS": FOR t=1 TO 50: NEXT t: PR
INT AT 7,24;"    ": RETURN
2740 GO TO 2710
2750 LET fy=fy+2
2760 IF ATTR (fyfx)=121 THEN  GO TO 2880
2770 IF fy>=21 THEN  PRINT AT 7,24; INK 7
BRIGHT 1;"MISS": FOR t=1 TO 50: NEXT t: PR
INT AT 7,24;"    ": RETURN
2780 GO TO 2750
2790 LET fx=fx-2
2800 IF ATTR (fy,fx)=121 THEN  GO TO 2880
2810 IF fx<=0 THEN  PRINT AT 7,24; INK 7;
BRIGHT 1;"MISS": FOR t=1 TO 50: NEXT t: PR
INT AT 7,24;"    ": RETURN
2820 GO TO 2790
2830 LET fx=fx+2
2840 IF ATTR (fy,fx)=121 THEN  GO TO 2880
2850 IF fx>=21 THEN  PRINT AT 7,24; INK ;
BRIGHT 1;"MISS": FOR t=1 TO 50: NEXT t: PR
INT AT 7,24;"    ": RETURN
2860 GO TO 2830
2870 RETURN
2880 IF fy=pacya AND fx=pacxa THEN  LET pa
ca=0: GO TO 2950
2881 IF fy=pacyb AND fx=pacxb THEN  LET pa
cb=0: GO TO 2950
2882 IF fy=pacyc AND fx=pacxc THEN  LET pa
cc=0: GO TO 2950
2883 IF fy=pacyd AND fx=pacxd THEN  LET pa
cd=0: GO TO 2950
2884 IF fy=pata AND fx=pataa THEN  LET pat
1=0: GO TO 2950
2885 IF fy=patb AND fx=patbb THEN  LET pat
2=0: GO TO 2950
2886 IF fy=patc AND fx=patcc THEN  LET pat
3=0: GO TO 2950
2887 IF fy=patd AND fx=patdd THEN  LET pat
4=0: GO TO 2950
2888 IF fy=paamy AND fx=paamx THEN  LET pa
amm=2: GO TO 2950
2889 IF fy=pafuy AND fx=pafux THEN  LET pa
fuel=3: GO TO 2950
2890 RETURN
2950 PRINT AT 7,24; INK 7; BRIGHT 1;"HIT!"
: FOR y=1 TO 100: NEXT y: PRINT AT 7,24;"
  "
2960 PRINT AT fy,fx; INK 0; PAPER 7; BRIGH
T 1;"┌──┐";AT fy+1,fx;"└──┘"
2970 IF pat1=0 AND pat2=0 AND pat3=0 AND p
at4=0 THEN  GO TO 1150
2980 RETURN
3000 FOR c=1 TO 4
3010 IF paca=0 THEN  GO TO 3060
3020 IF jy=pacya AND jx=pacxa-2 THEN  LET
can=1: GO SUB 5800: GO TO 3210
3030 IF jy=pacya AND jx=pacxa+2 THEN  LET
can=1: GO SUB 5800: GO TO 3210
3040 IF jy=pacya-2 AND jx=pacxa THEN  LET
can=1: GO SUB 5800: GO TO 3210
3050 IF jy=pacya+2 AND jx=pacxa THEN  LET
can=1: GO SUB 5800: GO TO 3210
3060 IF pacb=0 THEN  GO TO 3110
3070 IF jy=pacyb+2 AND jx=pacxb THEN  LET
can=2: GO SUB 5800: GO TO 3210
3080 IF jy=pacyb-2 AND jx=pacxb THEN  LET
can=2: GO SUB 5800: GO TO 3210
3090 IF jy=pacyb AND jx=pacxb-2 THEN  LET
can=2: GO SUB 5800: GO TO 3210
3100 IF jy=pacyb AND jx=pacxb+2 THEN  LET
can=2: GO SUB 5800: GO TO 3210
3110 IF pacc=0 THEN  GO TO 3160
3120 IF jy=pacyc AND jx=pacxc+2 THEN  LET
can=3: GO SUB 5800: GO TO 3210
3130 IF jy=pacyc AND jx=pacxc-2 THEN  LET
can=3: GO SUB 5800: GO TO 3210
3140 IF jy=pacyc-2 AND jx=pacxc THEN  LET
can=3: GO SUB 5800: GO TO 3210
3150 IF jy=pacyc+2 AND jx=pacxc THEN  LET
can=3: GO SUB 5800: GO TO 3210
3160 IF pacd=0 THEN  GO TO 3210
3170 IF jy=pacyd+2 AND jx=pacxd THEN  LET
can=4: GO SUB 5800: GO TO 3210
3180 IF jy=pacyd AND jx=pacxd-2 THEN  LET
can=4: GO SUB 5800: GO TO 3210
3190 IF jy=pacyd-2 AND jx=pacxd THEN  LET
can=4: GO SUB 5800: GO TO 3210
3200 IF jy=pacyd AND jx=pacxd+2 THEN  LET
can=4: GO SUB 5800: GO TO 3210
3205 GO TO 3280
3210 IF win=1 THEN  GO TO 3230
3220 GO TO 3900
3230 IF can=1 THEN  PRINT AT pacya,pacxa;
INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pacya+1,
acxa;"└──┘": LET paca=0
3240 IF can=2 THEN  PRINT AT pacyb,pacxb;
INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pacyb+1,
acxb;"└──┘": LET pacb=0
3250 IF can=3 THEN  PRINT AT pacyc,pacxc;
INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pacyc+1,
acxc;"└──┘": LET pacc=0
3260 IF can=4 THEN  PRINT AT pacyd,pacxd;
INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pacyd+1,
acxd;"└──┘": LET pacd=0
3270 FOR b=1 TO 50: NEXT b
3280 NEXT c
3290 IF jx=1 AND jn<10 THEN  LET jn=jn+10
3300 FOR d=1 TO 4
3310 IF pat1=0 THEN  GO TO 3360
3320 IF jy=pata AND jx=pataa-2 THEN  LET b
tank=1: LET pano=pana: GO SUB 3800: GO TO
3540
3330 IF jy=pata AND jx=pataa+2 THEN  LET b
tank=1: LET pano=pana: GO SUB 3800: GO TO
3540
3340 IF jy=pata-2 AND jx=pataa THEN  LET b
tank=1: LET pano=pana: GO SUB 3800: GO TO
3540
3350 IF jy=pata+2 AND jx=pataa THEN  LET b
tank=1: LET pano=pana: GO SUB 3800: GO TO
3540
3360 IF pat2=0 THEN  GO TO 3410
3370 IF jy=patb+2 AND jx=patbb THEN  LET b
tank=2: LET pano=panb: GO SUB 3800: GO TO
3540
3380 IF jy=patb-2 AND jx=patbb THEN  LET b
tank=2: LET pano=panb: GO SUB 3800: GO TO
3540
3390 IF jy=patb AND jx=patbb-2 THEN  LET b
tank=2: LET pano=panb: GO SUB 3800: GO TO
3540
3400 IF jy=patb AND jx=patbb+2 THEN  LET b
tank=2: LET pano=panb: GO SUB 3800: GO TO
3540
3410 IF pat3=0 THEN  GO TO 3460
3420 IF jy=p tc+2└─"> LET btank=3: LET pa
panc: GO SUB 3800: GO TO 3540
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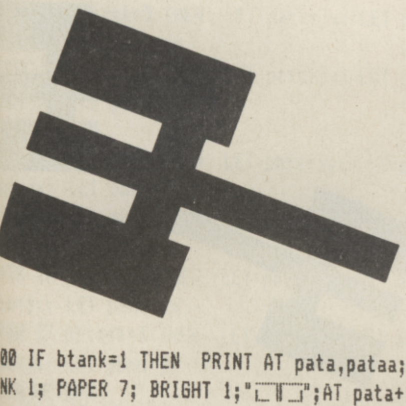
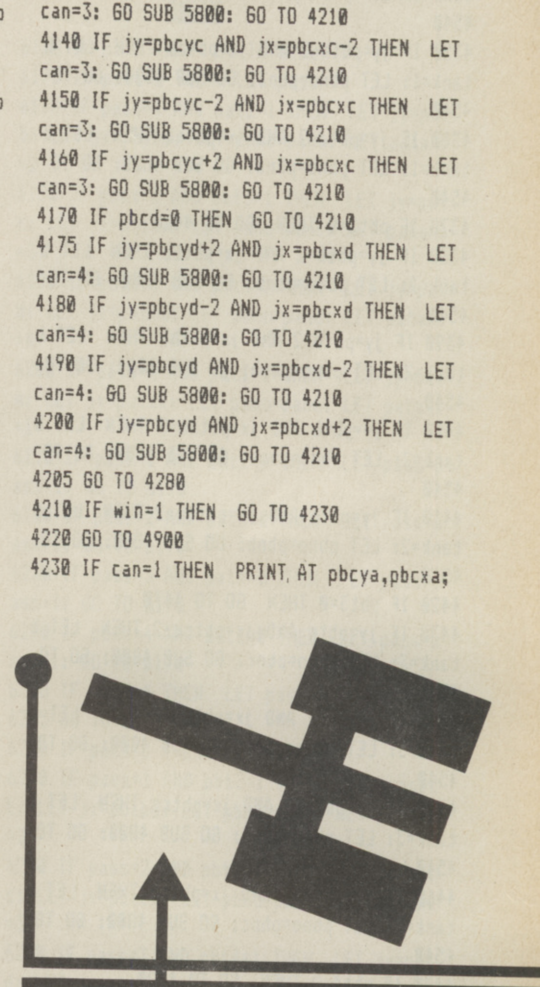
3430 IF jy=patc-2 AND jx=patcc THEN  LET b
tank=3: LET pano=panc: GO SUB 3800: GO TO
3540
3440 IF jy=patc AND jx=patcc+2 THEN  LET b
tank=3: LET pano=panc: GO SUB 3800: GO TO
3540
3450 IF jy=patc AND jx=patcc-2 THEN  LET b
tank=3: LET pano=panc: GO SUB 3800: GO TO
3540
3460 IF pat4=0 THEN  GO TO 3510
3470 IF jy=patd AND jx=patdd-2 THEN  LET b
tank=4: LET pano=pand: GO SUB 3800: GO TO
3540
3480 IF jy=patd AND jx=patdd+2 THEN  LET b
tank=4: LET pano=pand: GO SUB 3800: GO TO
3540
3490 IF jy=patd-2 AND jx=patdd THEN  LET b
tank=4: LET pano=pand: GO SUB 3800: GO TO
3540
3500 IF jy=patd+2 AND jx=patdd THEN  LET b
tank=4: LET pano=pand: GO SUB 3800: GO TO
3540
3510 GO TO 3570
3540 IF won=1 THEN  GO SUB 3700
3550 IF lost=1 THEN  GO TO 3600
3560 IF draw=1 THEN  GO TO 3650
3570 NEXT d
3580 RETURN
```



```
600 IF btank=1 THEN  PRINT AT pata,pataa;
INK 1; PAPER 7; BRIGHT 1;"└║┘";AT pata+1,p
ataa;"┌║┐"
605 IF btank=2 THEN  PRINT AT patb,patbb;
INK 1; PAPER 7; BRIGHT 1;"└║┘";AT patb+1,p
atbb;"┌║┐"
610 IF btank=3 THEN  PRINT AT patc,patcc;
INK 1; PAPER 7; BRIGHT 1;"└║┘";AT patc+1,p
atcc;"┌║┐"
615 IF btank=4 THEN  PRINT AT patd,patdd;
INK 1; PAPER 7; BRIGHT 1;"└║┘";AT patd+1,p
atdd;"┌║┐"
620 GO SUB 3900: RETURN
650 IF btank=1 THEN  PRINT AT pata,pataa;
INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pata+1,p
taa;"└──┘": LET pat1=0
651 IF btank=2 THEN  PRINT AT patb,patbb;
INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT patb+1,p
tbb;"└──┘": LET pat2=0
652 IF btank=3 THEN  PRINT AT patc,patcc;
NK 0; PAPER 7; BRIGHT 1;"┌──┐";AT patc+1,p
cc;"└──┘": LET pat3=0
653 IF btank=4 THEN  PRINT AT patd,patdd;
NK 0; PAPER 7; BRIGHT 1;"┌──┐";AT patd+1,p
dd;"└──┘": LET pat4=0
60 IF pbtank=1 THEN  LET pbt1=0
3661 IF pbtank=2 THEN  LET pbt2=0
3662 IF pbtank=3 THEN  LET pbt3=0
3663 IF pbtank=4 THEN  LET pbt4=0
3670 PRINT AT jy,jx; INK 0; PAPER 7; BRIGH
T 1;"┌──┐";AT jy+1,jx;"└──┘"
3675 IF pat1=0 AND pat2=0 AND pat3=0 AND p
at4=0 AND pbt1=0 AND pbt2=0 AND pbt3=0 AND
 pbt4=0 THEN  GO TO 1000
3680 GO SUB 3950: GO SUB 4950: RETURN
3700 IF btank=1 THEN  PRINT AT pata,pataa;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pata+1,p
ataa;"└──┘": LET pat1=0
3710 IF btank=2 THEN  PRINT AT patb,patbb;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT patb+1,p
atbb;"└──┘": LET pat2=0
3720 IF btank=3 THEN  PRINT AT patc,patcc;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT patc+1,p
atcc;"└──┘": LET pat3=0
3730 IF btank=4 THEN  PRINT AT patd,patdd;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT patd+1,p
atdd;"└──┘": LET pat4=0
3740 PRINT AT jy,jx; INK 2; PAPER 7; BRIGH
T 1;"◘║◘";AT jy+1,jx;"◘║◘"
3750 IF pat1=0 AND pat2=0 AND pat3=0 AND p
at4=0 THEN  GO TO 1150
3760 RETURN
3800 IF btank=1 THEN  PRINT AT pata,pataa;
 INK 1; PAPER 7; BRIGHT 1; FLASH 1;"└║┘";AT
 pata+1,pataa;"┌║┐": GO TO 3840
3810 IF btank=2 THEN  PRINT AT patb,patbb;
 INK 1; PAPER 7; BRIGHT 1; FLASH 1;"└║┘";AT
 patb+1,patbb;"┌║┐": GO TO 3840
3820 IF btank=3 THEN  PRINT AT patc,patcc;
 INK 1; PAPER 7; BRIGHT 1; FLASH 1;"└║┘";AT
 patc+1,patcc;"┌║┐": GO TO 3840
3830 IF btank=4 THEN  PRINT AT patd,patdd;
 INK 1; PAPER 7; BRIGHT 1; FLASH 1;"└║┘";AT
 patd+1,patdd;"┌║┐": GO TO 3840
3840 PRINT AT jy,jx; INK 2; PAPER 7; BRIGH
T 1; FLASH 1;"◘║◘";AT jy+1,jx;"◘║◘"
3845 FOR v=1 TO 100: NEXT v
3850 LET draw=0: LET lost=0: LET won=0
3860 IF jn=pano THEN  LET draw=1
3870 IF jn>pano THEN  LET won=1
3880 IF jn<pano THEN  LET lost=1
3890 RETURN
3900 IF pbtank=1 THEN  LET pbt1=0
3910 IF pbtank=2 THEN  LET pbt2=0
3920 IF pbtank=3 THEN  LET pbt3=0
3930 IF pbtank=4 THEN  LET pbt4=0
3940 PRINT AT jy,jx; INK 0; PAPER 7; BRIGH
T 1;"┌──┐";AT jy+1,jx;"└──┘"
3950 IF pbt1=0 AND pbt2=0 AND pbt3=0 AND p
bt4=0 THEN  GO TO 1300
3960 RETURN
4000 IF pl=2 THEN  GO TO 3000
4010 FOR c=1 TO 4
4020 IF pbca=0 THEN  GO 0 4070
4030 IF jy=pbcya AND jx=pbcxa-2 THEN  LET
can=1: GO SUB 5800: GO TO 4210
4040 IF jy=pbcya AND jx=pbcxa+2 THEN  LET
can=1: GO SUB 5800: GO TO 4210
4050 IF jy=pbcya-2 AND jx=pbcxa THEN  LET
can=1: GO SUB 5800: GO TO 4210
4060 IF jy=pbcya+2 AND jx=pbcxa THEN  LET
can=1: GO SUB 5800: GO TO 4210
4070 IF pbcb=0 THEN  GO TO 4120
4080 IF jy=pbcyb+2 AND jx=pbcxb THEN  LET
can=2: GO SUB 5800: GO TO 4210
4090 IF jy=pbcyb-2 AND jx=pbcxb THEN  LET
can=2: GO SUB 5800: GO TO 4210
4100 IF jy=pbcyb AND jx=pbcxb-2 THEN  LET
can=2: GO SUB 5800: GO TO 4210
4110 IF jy=pbcyb AND jx=pbcxb+2 THEN  LET
can=2: GO SUB 5800: GO TO 4210
4120 IF pbcc=0 THEN  GO TO 4170
4130 IF jy=pbcyc AND jx=pbcxc+2 THEN  LET
can=3: GO SUB 5800: GO TO 4210
4140 IF jy=pbcyc AND jx=pbcxc-2 THEN  LET
can=3: GO SUB 5800: GO TO 4210
4150 IF jy=pbcyc-2 AND jx=pbcxc THEN  LET
can=3: GO SUB 5800: GO TO 4210
4160 IF jy=pbcyc+2 AND jx=pbcxc THEN  LET
can=3: GO SUB 5800: GO TO 4210
4170 IF pbcd=0 THEN  GO TO 4210
4175 IF jy=pbcyd+2 AND jx=pbcxd THEN  LET
can=4: GO SUB 5800: GO TO 4210
4180 IF jy=pbcyd-2 AND jx=pbcxd THEN  LET
can=4: GO SUB 5800: GO TO 4210
4190 IF jy=pbcyd AND jx=pbcxd-2 THEN  LET
can=4: GO SUB 5800: GO TO 4210
4200 IF jy=pbcyd AND jx=pbcxd+2 THEN  LET
can=4: GO SUB 5800: GO TO 4210
4205 GO TO 4280
4210 IF win=1 THEN  GO TO 4230
4220 GO TO 4900
4230 IF can=1 THEN  PRINT AT pbcya,pbcxa;
```



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INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbcya+1,p
bcxa;"└──┘": LET pbca=0
4240 IF can=2 THEN  PRINT AT pbcyb,pbcxb;
INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbcyb+1,p
bcxb;"└──┘": LET pbcb=0
4250 IF can=3 THEN  PRINT AT pbcyc,pbcxc;
INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbcyc+1,p
bcxc;"└──┘": LET pbcc=0
4260 IF can=4 THEN  PRINT AT pbcyd,pbcxd;
INK 0; PAPR 7; BRIGHT 1;"┌──┐";AT pbcyd+1,pb
cxd;"└──┘": LET pbcd=0
4270 FOR b=1 TO 50: NEXT b
4280 NEXT c
4300 IF jx=19 AND jn<10 THEN  LET jn=jn+10
4310 FOR d=1 TO 4
4320 IF pbt1=0 THEN  GO TO 4370
4330 IF jy=pbta AND jx=pbtaa-2 THEN  LET b
tank=1: LET pbno=pbna: GO SUB 4800: GO TO
4540
4340 IF jy=pbta AND jx=pbtaa+2 THEN  LET b
tank=1: LET pbno=pbna: GO SUB 4800: GO TO
4540
4350 IF jy=pbta-2 AND jx=pbtaa THEN  LET b
tank=1: LET pbno=pbna: GO SUB 4800: GO TO
4540
4360 IF jy=pbta+2 AND jx=pbtaa THEN  LET b
tank=1: LET pbno=pbna: GO SUB 4800: GO TO
4540
4370 IF pbt2=0 THEN  GO TO 4420
4380 IF jy=pbtb+2 AND jx=pbtbb THEN  LET b
tank=2: LET pbno=pbnb: GO SUB 4800: GO TO
4540
4390 IF jy=pbtb-2 AND jx=pbtbb THEN  LET b
tank=2: LET pbno=pbnb: GO SUB 4800: GO TO
4540
4400 IF jy=pbtb AND jx=pbtbb-2 THEN  LET b
tank=2: LET pbno=pbnb: GO SUB 4800: GO TO
4540
4410 IF jy=pbtb AND jx=pbtbb+2 THEN  LET b
tank=2: LET pbno=pbnb: GO SUB 4800: GO TO
4540
4420 IF pbt3=0 THEN  GO TO 4470
4430 IF jy=pbtc AND jx=pbtcc+2 THEN  LET b
tank=3: LET pbno=pbnc: GO SUB 4800: GO TO
4540
4440 IF jy=pbtc AND jx=pbtcc-2 THEN  LET b
tank=3: LET pbno=pbnc: GO SUB 4800: GO TO
4540
4450 IF jy=pbtc-2 AND jx=pbtcc THEN  LET b
tank=3: LET pbno=pbnc: GO SUB 4800: GO TO
4540
4460 IF jy=pbtc+2 AND jx=pbtcc THEN  LET b
tank=3: LET pbno=pbnc: GO SUB 4800: GO TO
4540
4470 IF pbt4=0 THEN  GO TO 4520
4480 IF jy=pbtd+2 AND jx=pbtdd THEN  LET b
tank=4: LET pbno=pbnd: GO SUB 4800: GO TO
4540
4490 IF jy=pbtd-2 AND jx=pbtdd THEN  LET b
```

```
tank=4: LET pbno=pbnd: GO SUB 4800: GO TO
4540
4500 IF jy=pbtd AND jx=pbtdd+2 THEN  LET b
tank=4: LET pbno=pbnd: GO SUB 4800: GO TO
4540
4510 IF jy=pbtd AND jx=pbtdd-2 THEN  LET b
tank=4: LET pbno=pbnd: GO SUB 4800: GO TO
4540
4520 GO TO 4570
4540 IF won=1 THEN  GO SUB 4700
4550 IF lost=1 THEN  GO TO 4600
4560 IF draw=1 THEN  GO TO 4650
4570 NEXT d
4580 RETURN
4600 IF btank=1 THEN  PRINT AT pbta,pbtaa;
 INK 2; PAPER 7; BRIGHT 1;"✹█✹";AT pbta+1,p
btaa;"✹█✹"
4605 IF btank=2 THEN  PRINT AT pbtb,pbtbb;
 INK 2; PAPER 7; BRIGHT 1;"✹█✹";AT pbtb+1,p
btbb;"✹█✹"
4610 IF btank=3 THEN  PRINT AT pbtc,pbtcc;
 INK 2; PAPER 7; BRIGHT 1;"✹█✹";AT pbtc+1,p
btcc;"✹█✹"
4615 IF btank=4 THEN  PRINT AT pbtd,pbtdd;
 INK 2; PAPER 7; BRIGHT 1;"✹█✹";AT pbtd+1,p
btdd;"✹█✹"
4620 GO SUB 4900: RETURN
4650 IF btank=1 THEN  PRINT AT pbta,pbtaa;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbta+1,p
btaa;"└──┘": LET pbt1=0
4651 IF btank=2 THEN  PRINT AT pbtb,pbtbb;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbtb+1,p
btbb;"└──┘": LET pbt2=0
4652 IF btank=3 THEN  PRINT AT pbtc,pbtcc;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbtc+1,p
btcc;"└──┘": LET pbt3=0
4653 IF btank=4 THEN  PRINT AT pbtd,pbtdd;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbtd+1,p
btdd;"└──┘": LET pbt4=0
4660 IF patank=1 THEN  LET pat1=0
4661 IF patank=2 THEN  LET pat2=0
4662 IF patank=3 THEN  LET pat3=0
4663 IF patank=4 THEN  LET pat4=0
4670 PRINT AT jy,jx; INK 0; PAPER 7; BRIGH
T 1;"┌──┐";AT jy+1,jx;"└──┘"
4675 IF pat1=0 AND pat2=0 AND pat3=0 AND p
at4=0 AND pbt1=0 AND pbt2=0 AND pbt3=0 AND
 pbt4=0 THEN  GO TO 1000
4680 GO SUB 4950: GO SUB 3950: RETURN
4700 IF btank=1 THEN  PRINT AT pbta,pbtaa;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbta+1,p
btaa;"└──┘": LET pbt1=0
4710 IF btank=2 THEN  PRINT AT pbtb,pbtbb;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbtb+1,p
btbb;"└──┘": LET pbt2=0
4720 IF btank=3 THEN  PRINT AT pbtc,pbtcc;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbtc+1,p
btcc;"└──┘": LET pbt3=0
4730 IF btank=4 THEN  PRINT AT pbtd,pbtdd;
 INK 0; PAPER 7; BRIGHT 1;"┌──┐";AT pbtd+1,p
btdd;"└──┘": LET pbt4=0
4740 PRINT AT jy,jx; INK 1; PAPER 7; BRIGH
T 1;"└╥┘";AT jy+1,jx;"┌╨┐"
4750 IF pbt1=0 AND pbt2=0 AND pbt3=0 AND p
bt4=0 THEN  GO TO 1300
4760 RETURN
```

```
4800 IF btank=1 THEN  PRINT AT pbta,pbtaa;
 INK 2; PAPER 7; BRIGHT 1; FLASH 1;"✹█✹";AT
 pbta+1,pbtaa;"✹█✹": GO TO 4840
4810 IF btank=2 THEN  PRINT AT pbtb,pbtbb;
 INK 2; PAPER 7; BRIGHT 1; FLASH 1;"✹█✹";AT
 pbtb+1,pbtbb;"✹█✹": GO TO 4840
4820 IF btank=3 THEN  PRINT AT pbtc,pbtcc;
 INK 2; PAPER 7; BRIGHT 1; FLASH 1;"✹█✹";AT
 pbtc+1,pbtcc;"✹█✹": GO TO 4840
4830 IF btank=4 THEN  PRINT AT pbtd,pbtdd;
 INK 2; PAPER 7; BRIGHT 1; FLASH 1;"✹█✹";AT
 pbtd+1,pbtdd;"✹█✹": GO TO 4840
4840 PRINT AT jy,jx; INK 1; PAPER 7; BRIGH
T 1; FLASH 1;"└╥┘";AT jy+1,jx;"┌╨┐"
4845 FOR v=1 TO 100: NEXT v
4850 LET draw=0: LET won=0: LET lost=0
4860 IF pbno=jn THEN  LET draw=1
4870 IF jn>pbno THEN  LET won=1
4880 IF jn<pbno THEN  LET lost=1
4890 RETURN
```

```
4900 IF patank=1 THEN  LET pat1=0
4910 IF patank=2 THEN  LET pat2=0
4920 IF patank=3 THEN  LET pat3=0
4930 IF patank=4 THEN  LET pat3=0
4940 PRINT AT jy,jx; INK 0; PAPER 7; BRIGH
T 1;"┌──┐";AT jy+1,jx;"└──┘"
4950 IF pat1=0 AND pat2=0 AND pat3=0 AND p
at4=0 THEN  GO TO 1150
4960 RETURN
5000 LET moved=0
5010 IF pl=1 THEN  LET jn=pano
5020 IF pl=2 THEN  LET jn=pbno
5030 PRINT AT 8,31;" "
5040 PRINT AT 7,24; INK 7; BRIGHT 1;"TANK"
;AT 8,23;"NUMBER-";jn
5045 LET oy=jy: LET ox=jx
5050 IF INKEY$="i" THEN  LET jx=jx-2: GO
O 5110
5060 IF INKEY$="p" THEN  LET jx=jx+2: GO
O 5110
5070 IF INKEY$="z" THEN  LET jy=jy+2: GO
O 5110
5080 IF INKEY$="q" THEN  LET jy=jy-2: GO
O 5110
```

```
 509
 000:
 509
 000:
 510
 511
 512
 513
 T 1;
 514
 PAPE
 515
 PAPE
 516
 jx
 517
   GO
 518
   GO
 519
   GO
 520
   GO
 521
 530
 taa=j
 531
 tbb=j
 532
 tcc=j
 533
 tdd=j
 5340 R
 540
 taa=jx
 5410 I
 tbb=jx
 5420 I
 tcc=jx:
 5430 IF
 tdd=jx:
 5440 RE
 5600 IF
 ET jx=o
 5610 IF
 LET jx=
 5620 IF
 AND pbf
 5630 IF
 AND pbf
 5640 IF
 AND pbf
 0
 5650 IF
 AND pbf
 0
 5660 IF
 LET jx=o
 5670 IF
 T jx=ox:
 5680 GO
 5700 IF
 ET jx=ox:
 5710 IF
 LET jx=ox
```

```
5090 IF INKEY$="m" AND pl=1 THEN  GO SUB 4
000: GO SUB 5300: LET cont=1: GO TO 6000
5095 IF INKEY$="m" AND pl=2 THEN  GO SUB 4
000: GO SUB 5400: LET cont=1: GO TO 6000
5100 GO TO 5050
5110 IF pl=2 THEN  GO TO 5600
5120 IF pl=1 THEN  GO TO 5700
5130 PRINT AT oy,ox; INK 0; PAPER 7; BRIGH
T 1;"┌─┐";AT oy+1,ox;"└─┘"
5140 IF pl=1 THEN  PRINT AT jy,jx; INK 1;
PAPER 7; BRIGHT 1;"└▌┘";AT jy+1,jx;"┌▌┐"
5150 IF pl=2 THEN  PRINT AT jy,jx; INK 2;
PAPER 7; BRIGHT 1;"▓▌▓";AT jy+1,jx;"▓▌▓"
5160 LET moved=moved+1: LET oy=jy: LET ox=
jx
5170 IF moved=6 AND pafuel=6 AND pl=1 THEN
  GO SUB 4000: GO SUB 5300: RETURN
5180 IF moved=6 AND pbfuel=6 AND pl=2 THEN
  GO SUB 4000: GO SUB 5400: RETURN
5190 IF moved=3 AND pbfuel=3 AND pl=2 THEN
  GO SUB 4000: GO SUB 5400: RETURN
5200 IF moved=3 AND pafuel=3 AND pl=1 THEN
  GO SUB 4000: GO SUB 5300: RETURN
5210 GO TO 5050
5300 IF patank=1 THEN  LET pata=jy: LET pa
taa=jx: LET pana=jn
5310 IF patank=2 THEN  LET patb=jy: LET pa
tbb=jx: LET panb=jn
5320 IF patank=3 THEN  LET patc=jy: LET pa
tcc=jx: LET panc=jn
5330 IF patank=4 THEN  LET patd=jy: LET pa
tdd=jx: LET pand=jn
5340 RETURN
5400 IF pbtank=1 THEN  LET pbta=jy: LET pb
taa=jx: LET pbna=jn
5410 IF pbtank=2 THEN  LET pbtb=jy: LET pb
tbb=jx: LET pbnb=jn
5420 IF pbtank=3 THEN  LET pbtc=jy: LET pb
tcc=jx: LET pbnc=jn
5430 IF pbtank=4 THEN  LET pbtd=jy: LET pb
tdd=jx: LET pbnd=jn
5440 RETURN
5600 IF ATTR (jy,jx)=15 THEN  LET jy=oy: L
ET jx=ox: GO TO 5050
5610 IF ATTR (jy,jx)=122 THEN  LET jy=oy:
LET jx=ox: GO TO 5050
5620 IF jy=paamy AND jx=paamx AND moved=5
AND pbfuel=6 THEN  LET paamm=2: GO TO 5130
5630 IF jy=paamy AND jx=paamx AND moved=2
AND pbfuel=3 THEN  LET paamm=2: GO TO 5130
5640 IF jy=pafuy AND jx=pafux AND moved=2
AND pbfuel=3 THEN  LET pafuel=3: GO TO 513
0
5650 IF jy=pafuy AND jx=pafux AND moved=5
AND pbfuel=6 THEN  LET pafuel=3: GO TO 513
0
5660 IF ATTR (jy,jx)=121 THEN  LET jy=oy:
LET jx=ox: GO TO 5050
5670 IF jy<=0 OR jx<=0 THEN  LET jy=oy: LE
T jx=ox: GO TO 5050
5680 GO TO 5130
5700 IF ATTR (jy,jx)=15 THEN  LET jy=oy: L
ET jx=ox: GO TO 5050
5710 IF ATTR (jy,jx)=121 THEN  LET jy=oy:
LET jx=ox: GO TO 5050
5720 IF jy=pbamy AND jx=pbamx AND moved=5
AND pafuel=6 THEN  LET pbamm=2: GO TO 5130
5730 IF jy=pbamy AND jx=pbamx AND moved=2
AND pafuel=3 THEN  LET pbamm=2: GO TO 5130
5740 IF jy=pbfuy AND jx=pbfux AND moved=2
AND pafuel=3 THEN  LET pbfuel=2: GO TO 513
0
5750 IF jy=pbfuy AND jx=pbfux AND moved=5
AND pafuel=6 THEN  LET pbfuel=2: GO TO 513
0
5760 IF ATTR (jy,jx)=122 THEN  LET jy=oy:
LET jx=ox: GO TO 5050
5770 IF jy<=0 OR jx<=0 THEN  LET jy=oy: LE
T jx=ox: GO TO 5050
5780 GO TO 5130
5800 PRINT AT 4,25; INK 0; PAPER 4; BRIGHT
 1; FLASH 1;"┌▓ ▓┐";AT 5,25;"└▓ ▓┘"
5810 LET rnd=INT (RND*6)
5820 FOR n=1 TO 150: NEXT n
5830 IF rnd=2 OR rnd=5 THEN  LET ink=4: LE
T paper=0: LET win=0: GO TO 5850
5840 LET ink=0: LET paper=4: LET win=1
5850 PRINT AT 4,25; INK ink; PAPER paper;
BRIGHT 1;"┌▓ ▓┐";AT 5,25;"└▓ ▓┘"
5860 RETURN
6000 IF pl=2 THEN  GO TO 6060
6010 IF pat1=1 THEN  LET jy=pata: LET jx=p
ataa: LET pano=pana: LET patank=1: GO TO 6
050
6020 IF pat2=1 THEN  LET jy=patb: LET jx=p
atbb: LET pano=panb: LET patank=2: GO TO 6
050
6030 IF pat3=1 THEN  LET jy=patc: LET jx=p
atcc: LET pano=panc: LET patank=3: GO TO 6
050
6040 IF pat4=1 THEN  LET jy=patd: LET jx=p
atdd: LET pano=pand: LET patank=4: GO TO 6
050
6050 GO TO 6100
6060 IF pbt1=1 THEN  LET jy=pbta: LET jx=p
btaa: LET pbno=pbna: LET pbtank=1: GO TO 6
100
6070 IF pbt2=1 THEN  LET jy=pbtb: LET jx=p
btbb: LET pbno=pbnb: LET pbtank=2: GO TO 6
100
6080 IF pbt3=1 THEN  LET jy=pbtc: LET jx=p
btcc: LET pbno=pbnc: LET pbtank=3: GO TO 6
100
6090 IF pbt4=1 THEN  LET jy=pbtd: LET jx=p
btdd: LET pbno=pbnd: LET pbtank=4
6100 LET pass=0: LET oy=jy: LET ox=jx
6110 IF pl=1 THEN  PRINT AT jy,jx; INK 1;
PAPER 7; BRIGHT 1; FLASH 1;"└▌┘";AT jy+1,jx
;"┌▌┐"
6120 IF pl=2 THEN  PRINT AT jyjx; INK 2; P
APER 7; BRIGHT 1; FLASH 1;"▓▌▓";AT jy+1,jx;
"▓▌▓"
6130 IF INKEY$="1" THEN  LET pass=pass+1:
GO TO 6160
6140 IF INKEY$="0" THEN  GO TO 6420
6150 GO TO 6130
6160 IF pl=2 THEN  GO TO 6260
6170 IF pass=5 THEN  LET pass=1
6175 IF pass=1 AND pat2=1 THEN  LET jy=pat
b: LET jx=patbb: LET pano=panb: LET patank
=2
6180 IF pass=2 AND pat3=1 THEN  LET jy=pat
c: LET jx=patcc: LET pano=panc: LET patank
=3
6190 IF pass=3 AND pat4=1 THEN  LET jy=pat
d: LET jx=patdd: LET pano=pand: LET patank
=4
6200 IF pass=4 AND pat1=1 THEN  LET jy=pat
a: LET jx=pataa: LET pano=pana: LET patank
=1
6210 IF pass=1 AND pat2=0 THEN  LET pass=p
ass+1: GO TO 6170
6220 IF pass=2 AND pat3=0 THEN  LET pass=p
ass+1: GO TO 6170
6230 IF pass=3 AND pat4=0 THEN  LET pass=p
ass+1: GO TO 6170
6240 IF pass=4 AND pat1=0 THEN  LET pass=p
ass+1: GO TO 6170
6250 IF pass=4 THEN  LET pass=0
6255 GO TO 6360
6260 IF pass=5 THEN  LET pass=1
6270 IF pass=1 AND pbt2=1 THEN  LET jy=pbt
b: LET jx=pbtbb: LET pbno=pbnb: LET pbtank
=2
6280 IF pass=2 AND pbt3=1 THEN  LET jy=pbt
c: LET jx=pbtcc: LET pbno=pbnc: LET pbtank
=3
6290 IF pass=3 AND pbt4=1 THEN  LET jy=pbt
d: LET jx=pbtdd: LET pbno=pbnd: LET pbtank
=4
6300 IF pass=4 AND pbt1=1 THEN  LET jy=pbt
a: LET jx=pbtaa: LET pbno=pbna: LET pbtank
=1
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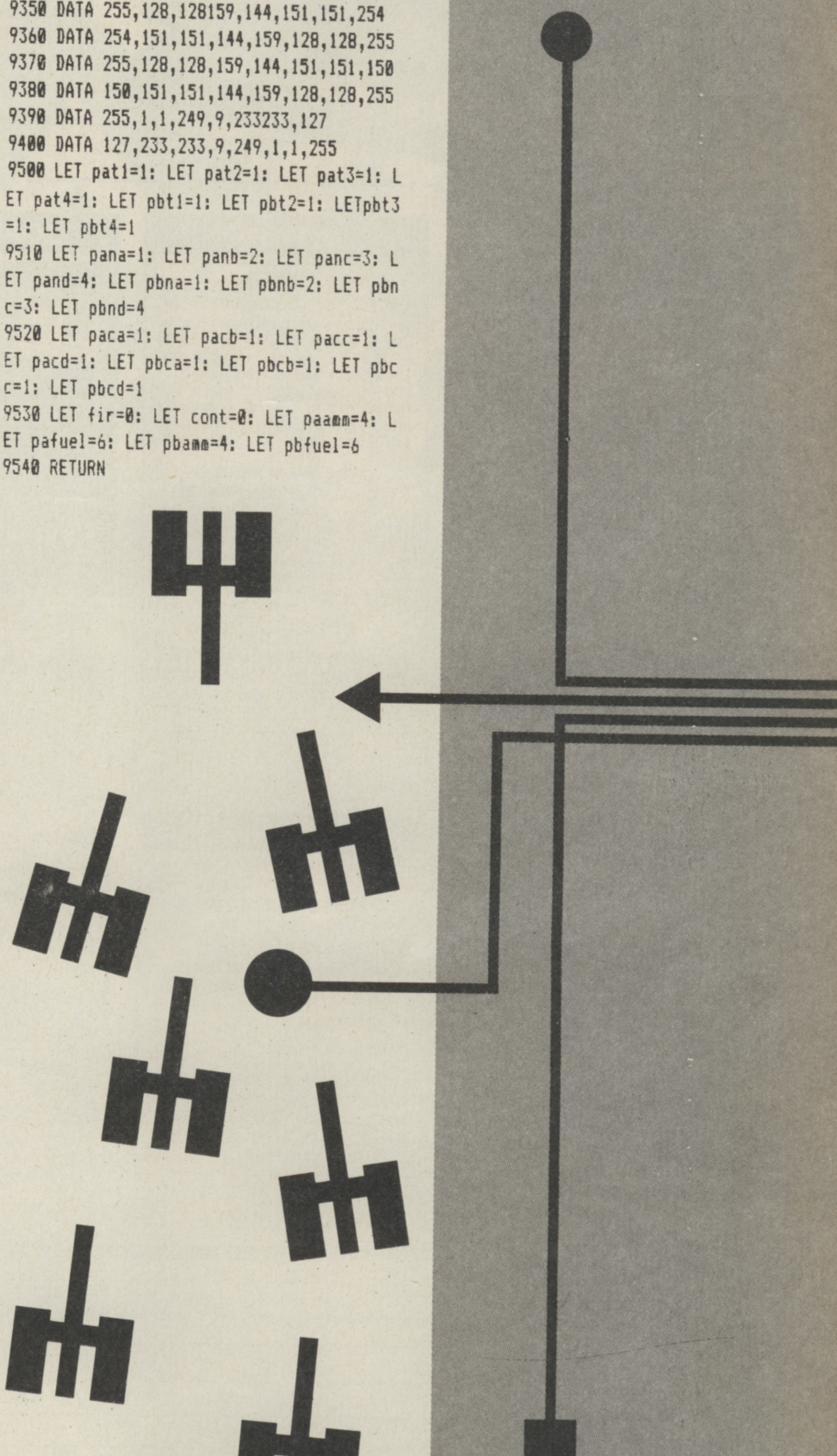
6310 IF pass=1 AND pbt2=0 THEN  LET pass=p
ass+1: GO TO 6260
6320 IF pass=2 AND pbt3=0 THEN  LET pass=p
ass+1: GO TO 6260
6330 IF pass=3 AND pbt4=0 THEN  LET pass=p
ass+1: GO TO 6260
6340 IF pass=4 AND pbt1=0 THEN  LET pass=p
ass+1: GO TO 6260
6350 IF pass=4 THEN  LET pass=0
6360 IF pl=1 THEN  PRINT AT oy,ox; INK 1;
PAPER 7; BRIGHT 1;"└▌┘";AT oy+1,ox;"┌▌┐"
6370 IF pl=2 THEN  PRINT AT oy,ox; INK 2;
PAPER 7; BRIGHT 1;"●▌●";AT oy+1,ox;"●▌●"
6380 IF pl=1 THEN  PRINT AT jy,jx; INK 1;
PAPER 7; BRIGHT 1; FLASH 1;"└▌┘";AT jy+1,jx
;"┌▌┐"
6390 IF pl=2 THEN  PRINT AT jy,jx; INK 2;
PAPER 7; BRIGHT 1; FLASH1;"●▌●";AT jy+1,jx;
"●▌●"
6400 LET oy=jy: LET ox=jx
6410 GO TO 6130
6420 IF pl=1 THEN  PRINT AT jy,jx; INK 1;
PAPER 7; BRIGHT 1;"└▌┘";AT jy+1,jx;"┌▌┐"
6430 IF pl=2 THEN  PRINT AT jy,jx; INK 2;
PAPER 7; BRIGHT 1;"●▌●";AT jy+1,jx;"●▌●"
6435 IF fir=1 THEN  LET fir=0: RETURN
6440 IF cont=1 THEN  LET cont=0: GO TO 501
0
6450 GO TO 5000
6500 PRINT AT 4,25; INK 0; PAPER 4; BRIGHT
 1;"┌■■┐";AT 5,25;"└■■┘"
6510 LET able=0: LET unable=0: LET wmove=0
: LET move=0
6520 PRINT AT 7,22; INK 7; BRIGHT 1;"Move/
Fire"
6530 IF INKEY$="f" THEN  GO SUB 2000: RETU
RN
6540 IF INKEY$="m" THEN  LET wmove=1: GO T
O 6560
6550 GO TO 6530
6560 PRINT AT 4,25; INK 0; PAPER 4; BRIGHT
 1; FLASH 1;"┌■■┐";AT 5,25;"└■■┘"
6570 PRINT AT 7,22;"         "
6580 LET rnd=INT (RND*20)
6590 FOR n=1 TO 100: NEXT n
6600 IF rnd=3 THEN  LET ink=4: LET paper=0
: LET unable=1: GO TO 6620
6610 LET paper=4: LET ink=0: LET able=1
6620 PRINT AT 4,25; INK ink; PAPER paper;
BRIGHT 1;"┌■■┐";AT 5,25;"└■■┘"
6630 IF able=1 THEN  PRINT AT 7,25; INK 7;
 BRIGHT 1;"OK": GO TO 6000
6640 IF unable=1 THEN  PRINT AT 7,24; INK
7; BRIGHT 1;"Sorry";AT 8,22;"You Can't": F
OR t=1 TO 50: NEXT t: RETURN
7000 IF pl=1 THEN  LET jy=1: LET jx=1
7010 IF pl=2 THEN  LET jy=1: LET jx=19
7020 LET oy=jy: LET ox=jx: LET down=0: LET
up=0: LET count=0
7030 PRINT AT jy,jx; INK 0; PAPER 4; BRIGH
T 1;"▖▌▗";AT jy+1,jx;"▘▌▝"
7040 IF INKEY$="q" THEN  LET jy=jy-2: LET
up=1: GO TO 7080
7050 IF INKEY$="z" THEN  LET jy=jy+2: LET
down=1: GO TO 7080
7060 IF INKEY$="m" THEN  GO TO 7210
7070 GO TO 7040
7080 IF jy<=0 THEN  LET jy=19
7090 IF jy>=21 THEN  LET jy=1
7100 IF ATTR (jy,jx)=121 AND down=1 THEN
LET jy=jy+2
7110 IF ATTR (jy,jx)=122 AND down=1 THEN
LET jy=jy+2
7120 IF ATTR (jy,jx)=121 AND up=1 THEN  LE
T jy=jy-2
7130 IF ATTR (jy,jx)=122 AND up=1 THEN  LE
T jy=jy-2
7140 IF jy<=0 THEN  LET jy=19
7150 IF jy>=21 THEN  LET jy=1
7160 IF ATTR (jy,jx)=120 THEN  GO TO 7180
7170 GO TO 7080
7180 PRINT AT oy,ox; INK 0; PAPER 7; BRIGH
T 1;"┌──┐";AT oy+1,ox;"└──┘"
7190 PRINT AT jy,jx; INK 0; PAPER 4; BRIGH
T 1;"▖▌▗";AT jy+1,jx;"▘▌▝"
7200 LET oy=jy: LET ox=jx: LET up=0: LET d
own=0: GO TO 7040
7210 IF pl=1 THEN  PRINT AT oy,ox; INK 1;
PAPER 7; BRIGHT 1;"└▌┘";AT oy+1,ox;"┌▌┐"
7220 IF pl=2 THEN  PRINT AT oy,ox; INK 2;
PAPER 7; BRIGHT 1;"●▌●";AT oy+1,ox;"●▌●"
7230 LET count=count+1
7240 IF pl=2 THEN  GO TO 7310
7250 IF count=1 THEN  LET pata=jy: LET pat
aa=jx
7260 IF count=2 THEN  LET patb=jy: LET pat
bb=jx
7270 IF count=3 THEN  LET patc=jy: LET pat
cc=jx
7280 IF count=4 THEN  LET patd=jy: LET pat
dd=jx
7290 IF count=4 THEN  RETURN
7300 GO TO 7370
7310 IF count=1 THEN  LET pbta=jy: LET pbt
aa=jx
7320 IF count=2 THEN  LET pbtb=jy: LET pbt
bb=jx
7330 IF count=3 THEN  LET pbtc=jy: LET pbt
cc=jx
7340 IF count=4 THEN  LET pbtd=jy: LET pbt
dd=jx
7350 IF count=4 THEN  RETURN
7370 LET jy=jy+2
7380 IF jy>=21 THEN  LET jy=1
7390 IF ATTR (jy,jx)=121 THEN  LET jy=jy+2
7400 IF ATTR (jy,jx)=122 THEN  LET jy=jy+2
7410 IF jy>=21 THEN  LET jy=1
7420 IF ATTR (jy,jx)=120 THEN  GO TO 7440
7430 GO TO 7390
7440 PRINT AT jy,jx; INK 0; PAPER 4; BRIGH
T 1;"▖▌▗";AT jy+1,jx;"▘▌▝"
7450 LET oy=jy: LET ox=jx
7460 GO TO 7040
8000 IF pl=1 THEN  LET jy=1: LET jx=3
8010 IF pl=2 THEN  LET jy=1: LET jx=17
8020 LET oy=jy: LET ox=jx
8030 PRINT AT jy,jx; INK 0; PAPER 4; BRIGH
T 1;"┌┴┐";AT jy+1,jx;"└┬┘"
8040 IF INKEY$="i" THEN  LET jx=jx-2: GO T
O 8100
8050 IF INKEY$="p" THEN  LET jx=jx+2: GO T
O 8100
8060 IF INKEY$="q" THEN  LET jy=jy-2: GO T
O 8100
8070 IF INKEY$="z" THEN  LET jy=jy+2: GO T
O 8100
8080 IF INKEY$="m" THEN  GO TO 8200
8090 GO TO 8040
8100 IF ATTR (jy,jx)=121 AND pl=1 THEN  LE
T jy=oy: LET jx=ox: GO TO 8040
8110 IF ATTR (jy,jx)=122 AND pl=2 THEN  LE
T jy=oy: LET jx=ox: GO TO 8040
8120 IF ATTR (jy,jx)=15 THEN  LET jy=oy: L
ET jx=ox: GO TO 8040
8130 IF jy<1 THEN  LET jy=oy: LET jx=ox: G
O TO 8040
8140 IF jx<2 OR jx>10 AND pl=1 THEN  LET j
y=oy: LET jx=ox: GO TO 8040
8150 IF jx>18 OR jx<10 AND pl=2 THEN  LET
jy=oy: LET jx=ox: GO TO 8040
8160 PRINT AT oy,ox; INK 0; PAPER 7; BRIGH
T 1;"┌──┐";AT oy+1,ox;"└──┘"
8170 PRINT AT jy,jx; INK 0; PAPER 4; BRIGH
T 1;"┌┴┐";AT jy+1,jx;"└┬┘"
8180 LET oy=jy: LET ox=jx
8190 GO TO 8040
8200 IF object=1 AND pl=1 THEN  PRINT AT j
y,jx; INK 1; PAPER 7; BRIGHT 1;"┌■■┐";AT jy
1,jx;"└■■┘": LET paamy=jy: LET paamx=jx
8210 IF object=1 AND pl=2 THEN  PRINT AT j
y,jx; INK 2; PAPER 7; BRIGHT 1;"┌■■┐";AT jy
1,jx;"└■■┘": LET pbamy=jy: LET pbamx=jx
8220 IF object=2 AND pl=1 THEN  PRINT AT j
y,jx; INK 1; PAPER 7; BRIGHT 1;"┌●●┐";AT jy
1,jx;"└●●┘": LET pafuy=jy: LET pafux=jx
8230 IF object=2 AND pl=2 THEN  PRINT AT j
y,jx; INK 2; PAPER 7; BRIGHT 1;"┌●●┐";AT jy
1,jx;"└●●┘": LET pbfuy=jy: LET pbfux=jx
8240 IF object=3 AND pl=1 THEN  PRINT AT j
y,jx; INK 1; PAPER 7; BRIGHT 1;"┌═┐";AT jy
1,jx;"└═┘"
8250 IF n=1 AND pl=1 THEN  LET pacya=jy: L
ET pacxa=jx
8260 IF n=2 AND pl=1 THEN  LET pacyb=jy: L
ET pacxb=jx
8270 IF n=3 AND pl=1 THEN  LET pacyc=jy: L
ET pacxc=jx
8280 IF n=4 AND pl=1 THEN  LET pacyd=jy: L
ET pacxd=jx
8290 IF object=3 AND pl=2 THEN  PRINT AT j
y,jx; INK 2; PAPER 7; BRIGHT 1;"▖▌▗";AT j
1,jx;"▘▌▝"
8300 IF n=1 AND pl=2 THEN  LET pbcya=jy: L
ET pbcxa=jx
8310 IF n=2 AND pl=2 THEN  LET pbcyb=jy: L
ET pbcxb=jx
8320 IF n=3 AND pl=2 THEN  LET pbcyc=jy: L
ET pbcxc=jx
8330 IF n=4 AND pl=2 THEN  LET pbcyd=jy: L
ET pbcxd=jx
```

```
8340 IF pl=1 THEN  LET jy=1: LET jx=3
8350 IF pl=2 THEN  LET jy=1: LET jx=17
8360 IF ATTR (jy,jx)=121 AND pl=1 THEN  LE
T jy=jy+2
8370 IF ATTR (jy,jx)=122 AND pl=2 THEN  LE
T jy=jy+2
8380 IF ATTR (jy,jx)=120 THEN  GO TO 8400
8390 GO TO 8360
8400 LET oy=jy: LET ox=jx
8410 RETURN
8500 PRINT AT 4,23; INK 7; BRIGHT 1;"Posit
ion";AT 5,22;"ammunition";AT 6,25;"Base"
8510 LET object=1
8520 RETURN
8530 PRINT AT 5,22; INK 7; BRIGHT 1;"   Fu
el   "
8540 LET object=2
8550 RETURN
8560 PRINT AT 5,24; INK 7; BRIGHT 1;"Canno
n";AT 6,25; BRIGHT 0;"    "
8570 LET object=3
8580 RETURN
8799 REM *SCREEN*
8800 BORDER 1: PAPER 1: BRIGHT 0: CLS
8810 FOR n=1 TO 20 STEP 2
8820 PRINT AT n,1; INK 0; PAPER 7; BRIGHT
1;"┌─┰─┰─┰─┰─┰─┰─┰─┰─┰─┐"
8830 PRINT AT n+1,1; INK 0; PAPER 7; BRIGH
T 1;"└─┸─┸─┸─┸─┸─┸─┸─┸─┸─┘"
8840 NEXT n
8850 RETURN
9000 FOR n=0 TO 159
9010 READ a
9020 POKE USR "a"+n,a
9030 NEXT n
9040 RETURN
9050 DATA 255,1,1,,1,1,1,1
9060 DATA 1,1,1,1,1,1,1,255
9070 DATA 255,128,128,128,128,128,128,128
9080 DATA 128,128,128,128,128,128,128,255
9090 DATA 255,1,125,125,125,125,125,1
9100 DATA 1,125,125,125,125,125,1,255
9110 DATA 255,128,190,190,190,190,190,128
9120 DATA 128,190,190,190,190,190,128,255
9130 DATA 255,128,156,190,190,190,156,128
9140 DATA 128,156,90,190,190,156,128,255
9150 DATA 255,1,57,125,125,125,57,1
9160 DATA 1,57,125,125,125,57,1,2559170 DA
TA 255,1,1,129,129,129,129,249
9180 DATA 249,129,129,129,129,1,1,255
9190 DATA 255,128,128,129,129,129,129,159
9200 DATA 159,129,129,129,129,128,128,255
9210 DATA 255,128,128,128,135,135,129,143
9220 DATA 143,129,135,135,128,128,128,255
9230 DATA 255,1,1,1,193,193,129,253
9240 DATA 253,129,193,193,1,1,1,255
9250 DATA 255,1,1,1,225,225,129,241
9260 DATA 241,129,225,225,1,1,1,255
9270 DATA 255,128,128,128,131,131,129191
9280 DATA 191,129,131,131,128,128,128,255
9290 DATA 255,1,1,1,225,241,249,249
9300 DATA 249,249,241,225,1,1,1,255
9310 DATA 255,128,128,128,135,143,159,159
9320 DATA 159,159,143,135,128,128,128,255
9330 DATA 255,1,1,249,9,233,233,105
9340 DATA 105,233,233,9,249,1,1,255
9350 DATA 255,128,128159,144,151,151,254
9360 DATA 254,151,151,144,159,128,128,255
9370 DATA 255,128,128,159,144,151,151,150
9380 DATA 150,151,151,144,159,128,128,255
9390 DATA 255,1,1,249,9,233233,127
9400 DATA 127,233,233,9,249,1,1,255
9500 LET pat1=1: LET pat2=1: LET pat3=1: L
ET pat4=1: LET pbt1=1: LET pbt2=1: LETpbt3
=1: LET pbt4=1
9510 LET pana=1: LET panb=2: LET panc=3: L
ET pand=4: LET pbna=1: LET pbnb=2: LET pbn
c=3: LET pbnd=4
9520 LET paca=1: LET pacb=1: LET pacc=1: L
ET pacd=1: LET pbca=1: LET pbcb=1: LET pbc
c=1: LET pbcd=1
9530 LET fir=0: LET cont=0: LET paamm=4: L
ET pafuel=6: LET pbamm=4: LET pbfuel=6
9540 RETURN
```



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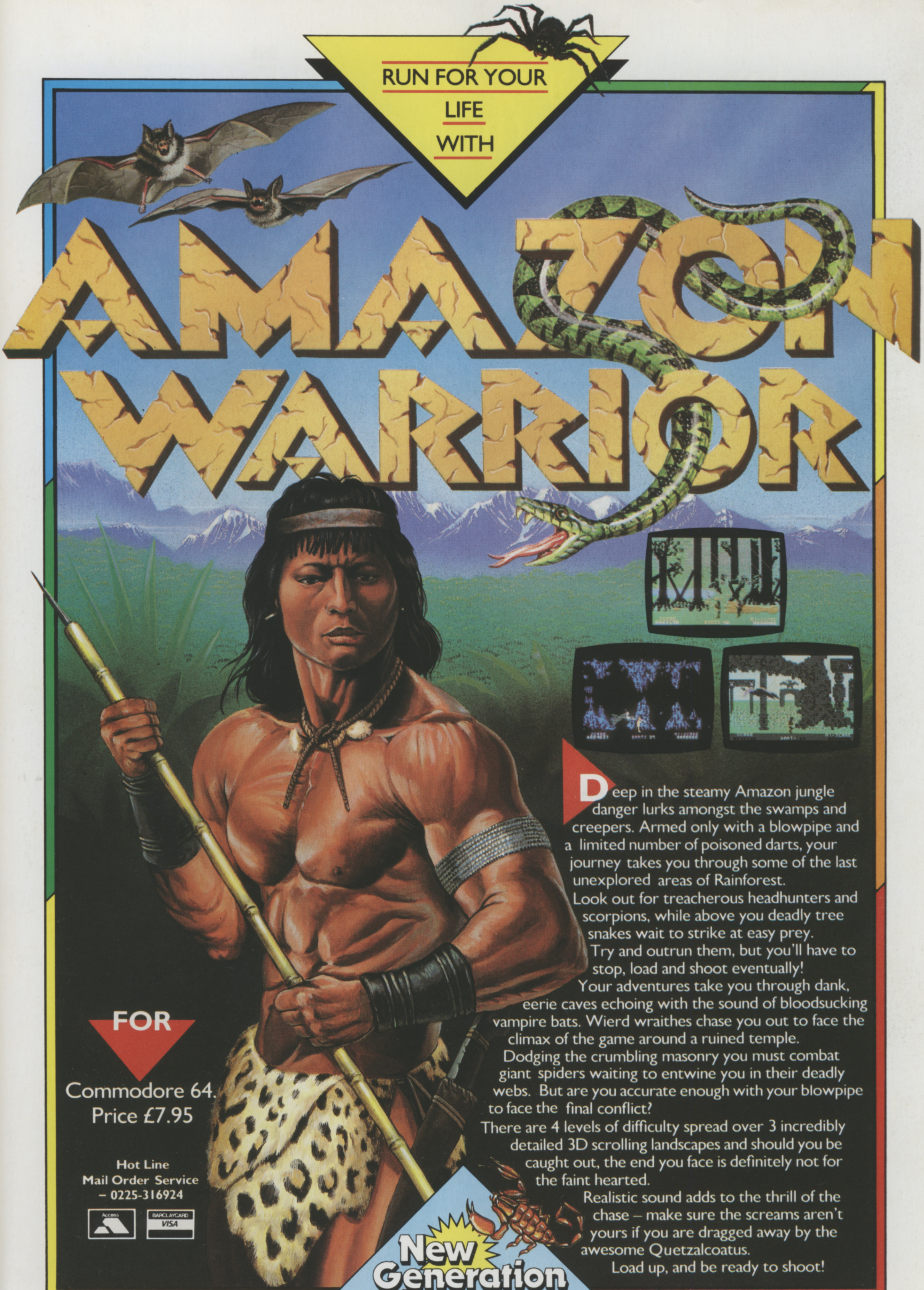
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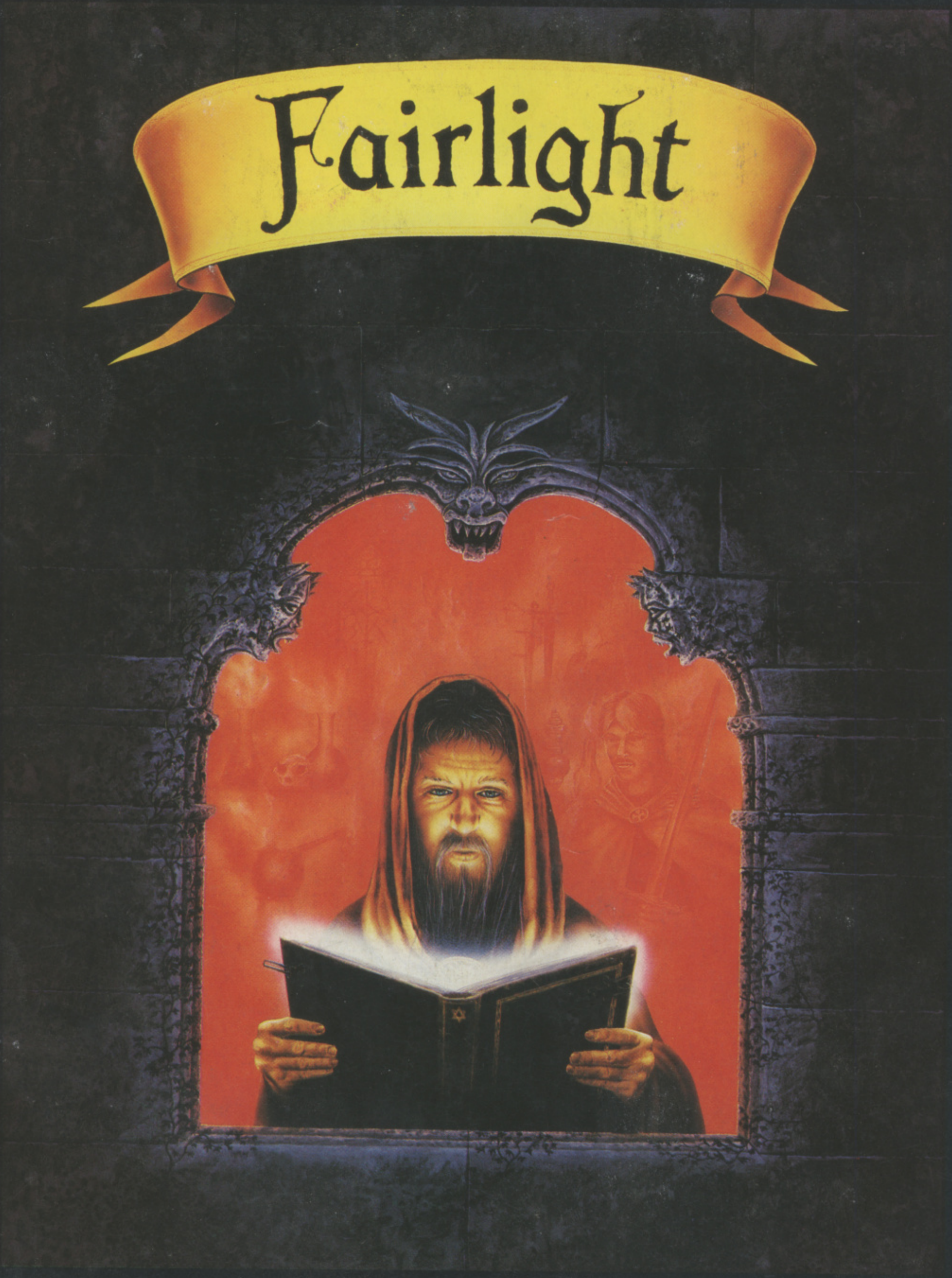

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